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YOUR SINCLAIR

February 1990
Number 50
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HURRAH!

Fiftieth Birthday Celebration Issue!



Punt Iron With

CYBERBALL!

Reviewed -
Chase HQ
Galaxy Force
Turbo OutRun
Kick Off
Footballer Of
The Year II
And Loads More!!

SMASH TAPE No 27

If there isn't a cassette attached to this magazine, one of these three things may have happened to it.
a) You've taken it off already.
b) Your newsagent has removed it to keep it safe from pilfering hands.
c) It's been nicked by an unscrupulous rogue.
Before you leave the shop, ask the good proprietor what he suggests.

ISSN 0269-6983
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Win! A Telescope! A Neon Radio! And Oodles Of Footie Games!

The PACK ATTACK

COMP

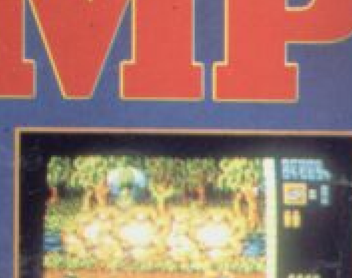
OPERATION WOLF

Voted "Game of the year." The world's No. 1 arcade game. "Super-smooth scrolling and excellent graphics ...Without doubt this is a first class shoot'em up." A CRASH SMASH CRASH. "Definitely the coin-op of the year... Buy Operation Wolf, it's a brilliant conversion." C+VG GAME OF THE MONTH COMPUTER + VIDEO GAMES.



THE REAL GHOSTBUSTERS

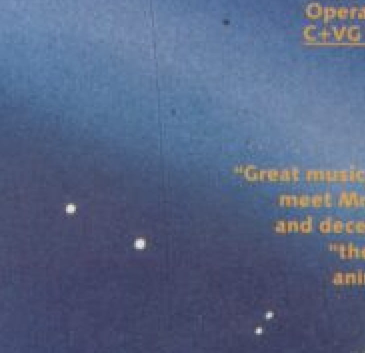
"Great music, and I appreciate the opportunity to meet Mr. Slimer in person." "Brill theme tune and decent spot effects." AMSTRAD ACTION. "the creatures are very well defined and animated ... as near to cartoon graphics as you can get on the Spectrum." GAMES MACHINE.



THAT ARE OUT O

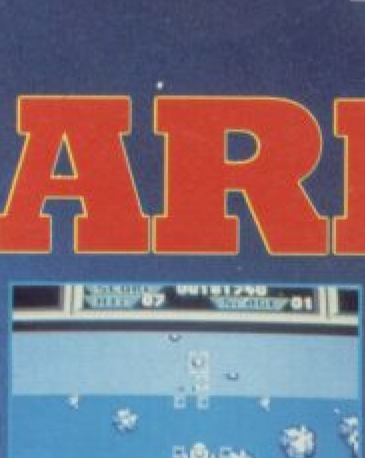
AFTERBURNER

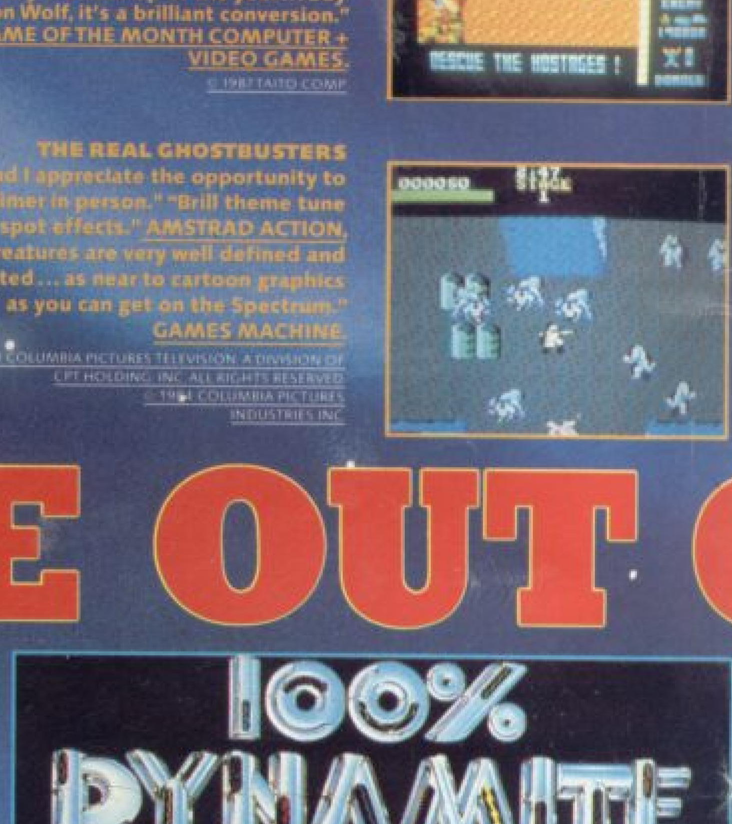
You've played the arcade smash – now experience the white-knuckled realism of a supersonic dogfight at home! Using your heat-seeking missiles and laser anti-aircraft fire, can you be top gun against supersonic swarm?



LAST NINJA 2

Once beaten, but not destroyed, the evil Shogun Kunitoki used all his mystic powers to transport himself through time and establish a new empire of tyranny in modern day Manhattan. You arrive in this frightening and awesome modern world bringing nothing with you save your intelligence, skill and cunning and a burning desire for vengeance.





3 SPECIAL

BATMAN THE CAPED CRUSADER
"Believe me this is brilliant, a finely-honed arcade adventure which is the best comic licence ever – you'd be batty to miss it." CRASH SMASH.

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OPERATION WOLF
"What more could anyone ask for in a shoot-em-up. Operation Wolf, simply is The Business." CRASH SMASH.

© TAITO CORP 1988.



DOUBLE DRAGON
"Skillful programming has taken the superb graphics and addictive game play of the monster arcade hit and faithfully reproduced it on the home computer."

R-TYPE
"Here at S.U. we think it's about as close to an ultimate space blast as anyone will ever get. Fab."

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ILATION PACKS





BARBARIAN II
"Palace have really put everthing into this one ... It's all done with such enthusiasm, skill and style that I found myself itching to play it again and again." AMSTRAD ACTION MASTER GAME AWARD, "packed with humorous touches ... great animation ... the sound effects too, are top quality ... hours of enthralling play." ZZAP! 64 GOLD MEDAL AWARD.

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DRAGON NINJA
"A sure winner with the official conversion to the home computer." COMPUTER GAMES-WEEK. "A very enjoyable and addictive game ... The best conversion I have seen on the Amstrad." AMSTRAD ACTION.

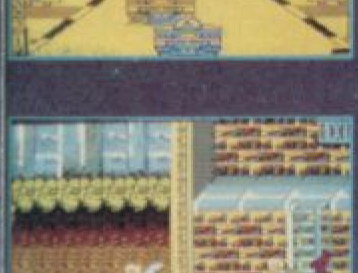
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OF THIS WORLD



WEC LE MANS
The world's most famous sports car race comes to your home computer screen with this exciting simulation of the 24 hour Le Mans race. This stimulating challenge inspired by Konami's sit in driving simulator reproduces all the elements at the famous race with every twist and turn of the track.

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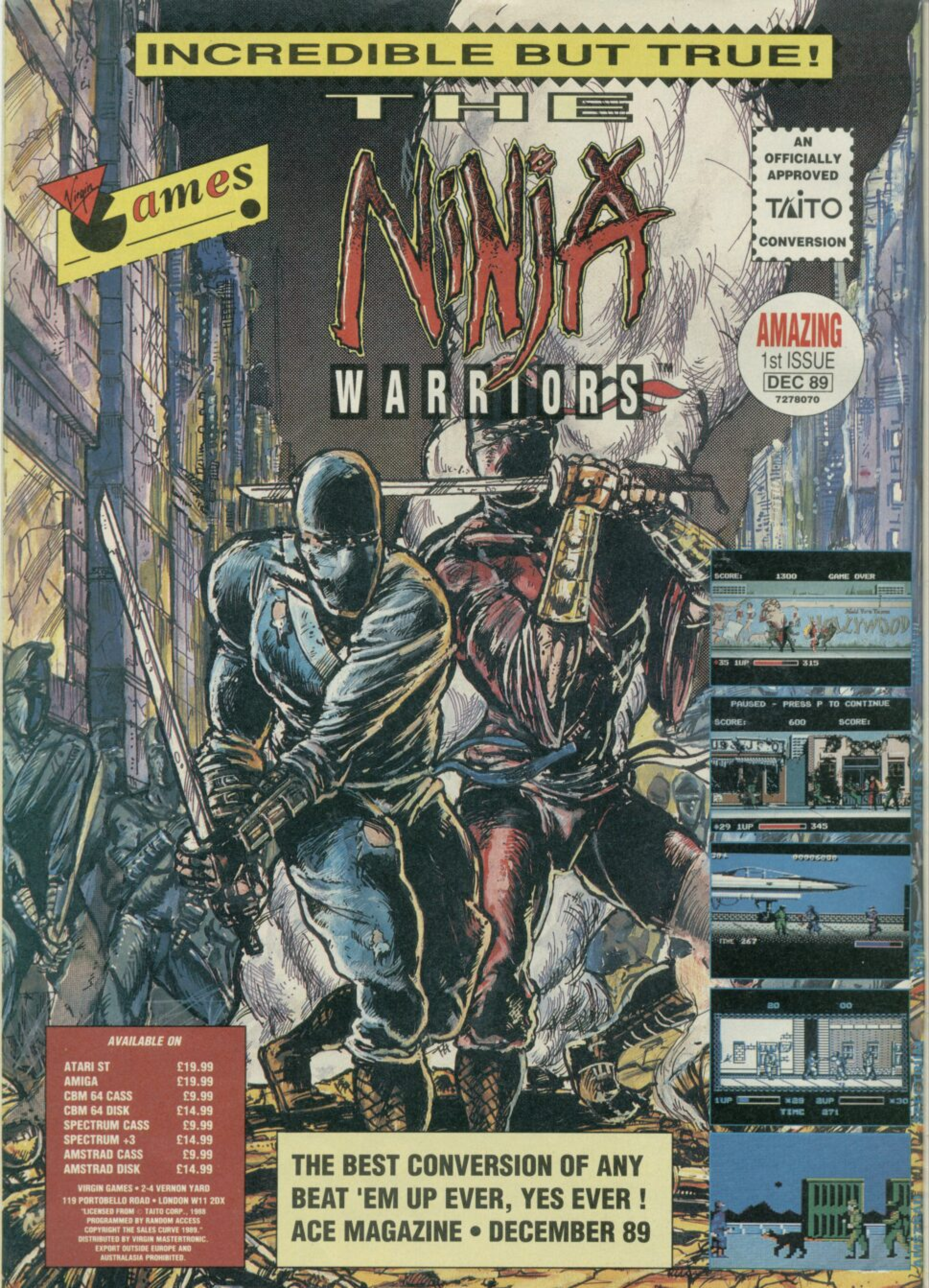
DOUBLE DRAGON
Join in deadly combat with the savage street gang of the infamous Shadow Boss. Use whatever weapons come to hand as you pursue the gang through the slums, factories, and wooded outskirts of the city to reach the Black Warrior hideout, for the final confrontation with the Shadow Boss himself!

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70 FIFTIETH BIRTHDAY CELEBRATION!
YS is 50 issues old this month, so we're celebrating in style, with an eight page retrospective mega-feature! Which were the best games of the years and which was the all-time worst? Who were 'The Three Centigrades' and what 'deserved a good smack'? All will be revealed..!

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YOUR SINCLAIR

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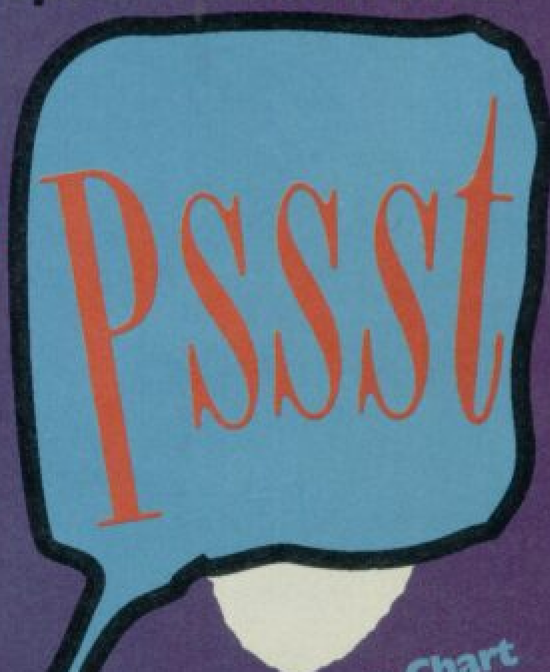
Scroll On! Virgin In Adventure Publishing Deal!

Remember that formative '80s quiz game *Give Us A Clue*, with Una Stubbs and Lionel Blair? (*Tentative link or what!? Ed*) Well, here's your chance to test your own charade skills. Can you guess the name of the adventure game publishing house from the two objects being held here? Yep, it's Magnet Candle... er, Magnet Diploma, no no, it's Magnetic Scrolls! Why, then, are Anita Sinclair from Magnetic Scrolls and Nick Alexander from Virgin Mastertronic performing this little charade for us? 'Cos Virgin Mastertronic has just taken over the publishing



rights for Magnetic Scrolls adventures, that's why! It anticipates a new title being released sometime around April, and also the re-release of Magnetic Scrolls existing adventures as slightly souped-up versions in new packaging. Remember where you heard it first.

Decades, eh? There've been the 'Swinging Sixties', the 'Roaring Twenties' and now the, er... well, the 'Eighties'. Come with us now, as we look back in a special edition of...

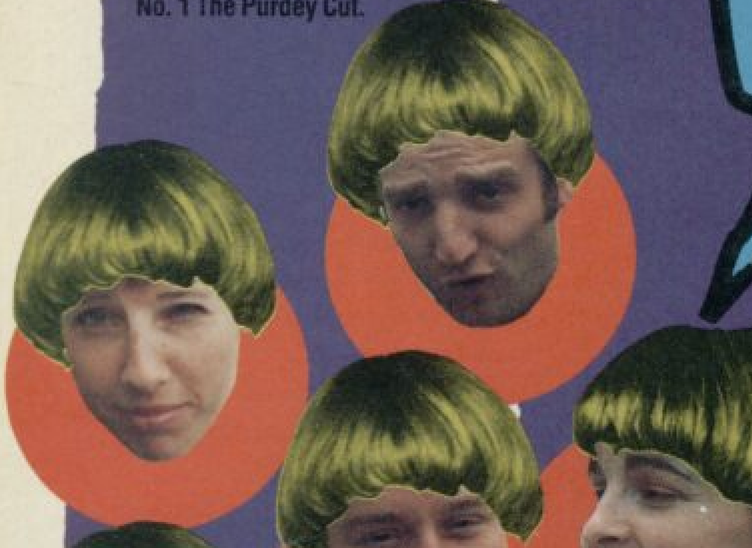


Give The Nineties Some Stick!

Two new joysticks are planned for release as you read this, one from Kempston and one from Product 2000. The Kempston stick is called the DAATApro joystick and has loads of state of the art doobries, like six arcade-quality microswitches, dual fire buttons, triple action autofire and coil-spring action return! It'll retail at £16.95, or £24.95 including a Kempston interface. Sounds fab, eh? (But why have they made it in such revolting colours? Hem hem.) Anyway, the second new stick is the Delta 2000. This one retails at £9.95 and again features two fire buttons, autofire and microswitches!



DUSTY FLEMING'S GREAT HAIRSTYLES OF OUR TIMES
No. 1 The Purdey Cut.



Inspired by Joanna Lumley's hair-do in her role of Purdey in *The New Avengers*, this style was a bit of a craze in the early '80s and anyone who was anyone had their hair cut in this fashion.

Readers Chart

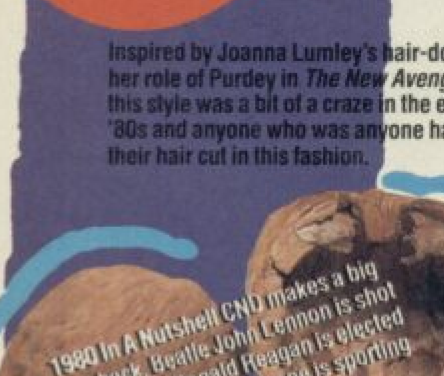
Well, so much for the '80s! What of the '90s? Well, we're all set to join our European chums in 1992, aren't we? And there's the Channel Tunnel on its way (sort of). Here's a readers chart supplied by *Paul Worthington* of Liverpool, listing some goods currently on sale in European countries but which might not be so popular in this country!

1. Mukki Yoghurt
2. Plopp Toffee Bar
3. Nora Knackers Biscuits
4. Aret Runt Magazine
5. Zit Fizzy Drink
6. Pschitt Lemonade
7. Bum's Biscuits
8. Grand Dick Red Wine
9. Sor Bits Mints
10. Krapp Loo Roll

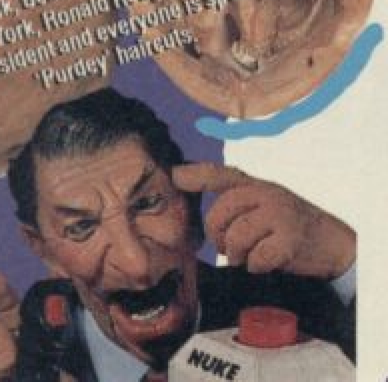
YS Reader Scores With Emlyn (Oo-er)!

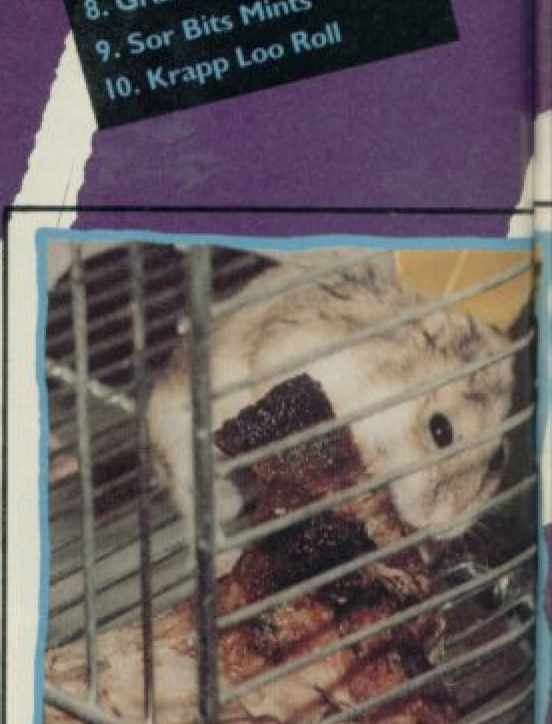
Remember back in June we asked you to submit trivia questions to Audiogenic? The idea was that if any were good enough they'd be included in *Emlyn Hughes' Arcade Quiz*, and, lo, several *YS* readers' questions were chosen! The best was sent by Michael Chappel from Wakefield. His prize was the chance to meet Emlyn in person and receive a signed footie from Crazy Horse himself! Well, obviously this honour was too much for young Michael, because he made a feeble excuse for not attending in person. So here's Andy, our very own Prod Ed, standing in and 'scoring a big hit' with Emlyn, whilst accepting the ball on Michael's behalf. After the launch, he gave it a resounding boot in the general direction of West Yorks. Six other *YS* readers also offered corking questions and they'll be receiving copies of the game el pronto! Well done, 'our lads'! What's that? You want to know the winning question? Oh, well... It was 'Who was the first person to put a hole in the middle of a doughnut?'! (Don't blame us! Audiogenic chose it!)





1980 In A Nutshell CND makes a big comeback, Beatle John Lennon is shot in New York, Ronald Reagan is elected US President and everyone is sporting 'Purdey' haircuts.





Streuth! Someone better tell David Wilson that Russian Dwarf Hamsters are supposed to be the small! He's been feeding it on steak and chops for ages thinking it was undernourished! Its name? "Tyson!" Davey says. "I know Tyson was in a ca at the time the picture was taken, but this was avoid any danger from his feeding frenzy. Normally, he's a free range hamster enjoying th run of my bedroom."

1982 In A Nutshell Argies invade the Falklands, Leonard Brezhnev pops his clogs, the peace women set up camp at Greenham Common, and the Sinclair rubber-keyed Spectrum is born! Hurrah!



© Steve Bell

SAM LATEST

The Speccy was the home computer of the '80s, outselling all other types of computer as late as Christmas 1988. Will the SAM Coupé fulfil the same role in the '90s? Only time will tell. So what's the latest on this long-awaited computer? Well, MGT recently hosted a Developers Conference where lots of software publishers and hardware manufacturers were present to find out more and to express their support for the machine. The list of games publishers now planning to release specific SAM titles include US Gold, Activision, System 3, CodeMasters, Virgin, Domark, Audiogenic and Goliath Games. Phone the SAM Coupé hotline for more details, why don't you, on (0792) 791275.

YS Peculiar Pets Corner

Pets, eh? They've figured quite strongly in the '80s, haven't they? I mean Rottweilers have certainly been big news. Quite 'in' at the middle of the decade (but not any more though! Yikes!). Rich ladies have toy poodles, northern people have ferrets, boring people have goldfish, small squat people with grumpy faces have small squat dogs with grumpy faces (ie. bulldogs). Well, what have you got? Have you got a kookie kitty cat or any other peculiar pet? If you have, then we'd like to know!! Send your really weird pet picture to YS Peculiar Pets Corner, *Your Sinclair*, 14 Rathbone Place, London W1P 1DE. We'll give a spanky YS badge to any that we print! Just to start you off with the right idea, here are a selection of the YS team's pets.

Despite Matt's protestations that he has nothing to do with Edd The Duck, guess what his pets are!?! Only two bloomin' geese! They're called Humperdink and Garfunkel (after the swinging sixties singing duo, Humperdink and Garfunkel, fact fans) and here they are enjoying bathtime frolics. "Geese make surprisingly bad domestic pets," Matt told us. "But they are exceptionally good burglar alarms. At the slightest noise they honk incessantly!"



Games

Er, back to the Gallup chart this month...

Full Price

This Month	Last Month	Game/Publisher
1	2	*Batman The Movie*/Ocean
2	4	*Robocop*/Ocean
3	5	*Shinobi*/Virgin
4	NE	*Continental Circus*/Virgin
5	3	*Power Drift*/Activision
6	1	*Stunt Car Racer*/MicroProse
7	NE	*Cabal*/Ocean
8	5	*Strider*/US Gold
9	7	*Altered Beast*/Activision
10	NE	*Kick Off*/Anco

Budget

This Month	Last Month	Game/Publisher
1	2	*Paperboy*/Encore
2	1	*Crazy Cars*/Hit Squad
3	3	*Nigel Mansell's Grand Prix*/Alternative
4	8	*Short Circuit*/Hit Squad
5	RE	*Ghosts And Goblins*/Encore
6	5	*Top Gun*/Hit Squad
7	4	*Wizball*/Hit Squad
8	10	*MIG 29*/CodeMasters
9	NE	*Cobra*/Hit Squad
10	NE	*Barbarian*/Kixx



Pieces of eight, pieces of eight! Arrrr, laddie. Where be Blind Pew!? Lumme, our T'zer's a mite confused. She told us she had a pet parrot, but when she showed us the photo we all had a good laugh! You see, because she had a very sheltered upbringing she wasn't very sure what the two animals looked like! Having studied *Treasure Island* at school, she knew that parrots sat on shoulders. Hence her confusion! "That's a relief," laughed the duped publisher. "I thought my parrot had a speech impediment! Everytime he said "Pretty Polly" it always sounded like "Meoow, weoo-wee"!

T'zers

• Virgin Mastertronic has released a £1.99 pack of six new games for the Magnum Light Phaser, all programmed by CodeMasters. The games are *Billy The Kid, Bronx Street Cop, F16 Fighting Falcon, US Turbo King* and *Jungle Warfare*. Sound familiar? They should — it's basically the same pack of games that comes bundled with the rival Cheetah Lightgun (see *YS* 47 for review)! On the full price front, there's a football game (yes, another one!) tentatively titled *World Trophy Soccer* due out around March.

• Infogrames is looking at the possibilities of converting the brilliant 16-bit game *Sim City* to the Spectrum, though if the project does go ahead it won't be ready until at least the summer. The game is bizarre. You control the development of a city as it grows from a small village settlement to a bustling metropolis, constantly having to balance the various needs of the population while at the same time coping with any number of natural disasters. The idea sounds a bit complicated and boring, but in fact it's brilliant, though how it'll all fit on to 48K (or even 128) is anybody's guess.

• Hewson's next full price Speccy release will be *Deliverance (Stormlord II)*, Raf Cecco's follow-up to last year's massive 8-bit hit. It's due out in March, but before then there should be a compilation of all new unreleased budget titles out too, rather along the lines of Kixx's recent *Action Countdown*.

• Virgin doesn't have the only comic licences around — Krisalis is planning a game based around that popular *2000AD* character *Rogue Trooper* for Easter (or thereabouts). This isn't the first time Rogue will have appeared on your Speccies (Piranha did a game a couple of years back) but Krisalis promises it'll be the best! To add to the football game confusion it's got a soccer game too, this time named after Manchester United and bound to go head-to-head with Grandslam's *Liverpool*.

•Accolade has a couple more of its ultra-realistic driving sims scheduled for release early this year. *The Cycles* is a motorbike Grand Prix sim, with an unusual first person viewpoint, while *Grand Prix Circuit* is a more conventional Formula One sim. Both should be ready around Easter..

1986 In A Nutshell The Channel Tunnel project gets the go-ahead, the Space Shuttle Challenger explodes shortly after take-off, Zola Budd is banned from the Commonwealth Games, Andy and Fergie get married and the very first issue of *Your Sinclair* hits the stands.

Well, cut off our legs and call us stumpy, if we don't have yet another Smash Tape treat in store for you! This month there are two complete games for your delight and delectation — on Side A it's *Kat Trap*, a vintage full pricey from Domark subsidiary Streetwise, while Side B has a brand new, never-before-released game from Players, *A Nightmare On Robinson Street*! It's a bargain!

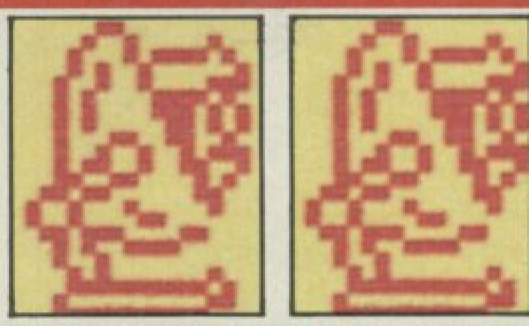


KAT TRAP

Kat Trap/ Domark

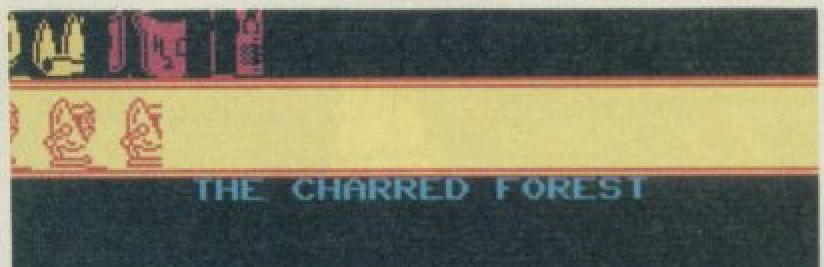
This is an odd one. There's been a slight nuclear cat-astrophe, which has left the earth in a bit of a state. In fact, it's been taken over by Cat Men! Blimey! It's up to you and the MT ED droid ('Empty Head', geddit?) you control to get to the heart of their defences and save the world. Sound familiar?

MT ED can sort of run (well, slide) along pretty fast, as well as squat and jump. It's his job to collect various weapon doobries from around the place (like bullets, grenades and even water, which, of course, cats don't like) to wipe out the nasties — choose between them and your choice is displayed on the icon strip. You get five lives, so there's room for some mistakes. Unfortunately your power pack is pretty small, so always be on the look-out for ways to recharge. There are so many feline foes, it'll soon run out of steam!





Oi! Out of my face, cat person! Now, shall I distract him with a bowl of milk, some kitty treats or the clockwork mouse I brought especially for the occasion? (Unfortunately none of these options are open to me, so it'll have to be the old shooting, I'm afraid.)



A Nightmare ON ROBINSON STREET



Kat Trap Controls
Left = O Right = P
Jump = Q Duck = A
Fire = Space Select = Enter
Or chose your own keys.

Robinson Street Controls
Joystick or define your own keys

KAT TRAP/A NIGHTMARE ON ROBINSON STREET

YOUR SINCLAIR

Kat Trap

A Complete Game From Domark

Plus

A Nightmare On Robinson Street

A Complete Unreleased Game From Players Premiere

Kat Trap/Domark

Kill the cat people and reclaim the earth for humans! It's a must!!

© Your Sinclair/*Domark*

A Nightmare On Robinson Street/ Players

Murder the entire cast and crew of a well-known Australian soap opera, then go on to the next level and... murder them again! It's a must!

© Your Sinclair/*Players*

FOLD FOLD FOLD

A Nightmare On Robinson Street/Players

This is a brand new Players product, never released to the public before, which plays as a sort of cross between *Operation Wolf* and, um, a well-known Antipodean soap opera! Blimey! You must shoot the entire cast, film crew and pets, before moving on to the next level, where you've got to waste them all again! And that's it! Blimey! It's very silly, it plays quite smoothly, and it's a lorra, lorra fun! Hurrah!



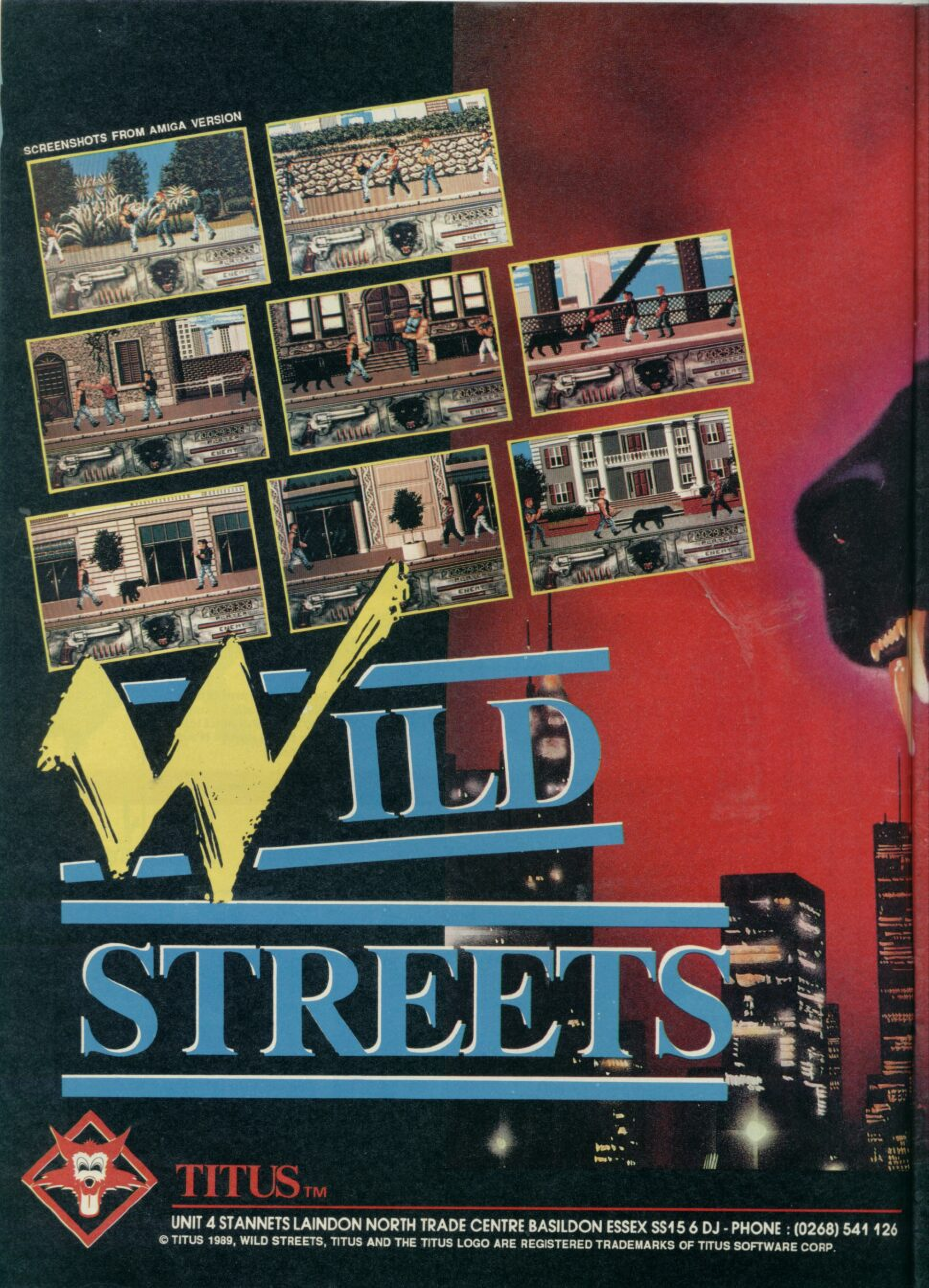
Budda budda budda! Bratta bratta bratta! Eat lead, Johnny Ocker! (Hmm. These characters all look strangely familiar.)

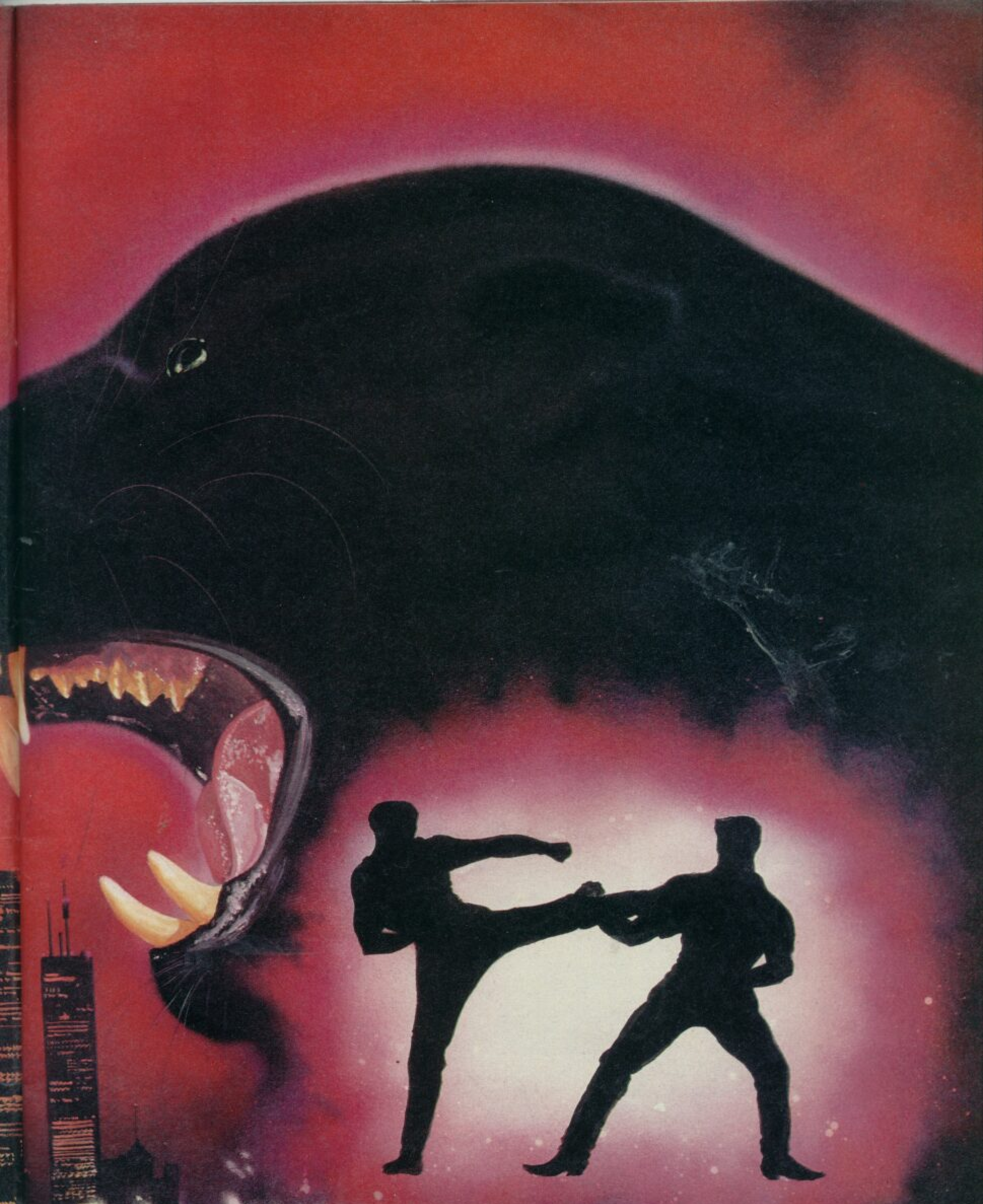
Tape Trubbs

Oh no! Having problems with your free cover cassette, are you? Well, don't fret too much — here at *YS* we know how frustrating it can be, so we've put together a simple two point plan to put things to rights.

1) Take a stamped addressed envelope and your offending cover cassette and pop them into the post to this address — *YS* Tape Returns No 27 *Kat Trap*, Interceptor, Mercury House, Calleva Park Industrial Estate, Aldermaston, Berkshire RG7 4QW.

2) Wait a few weeks. A new, working copy should be on its way to you shortly! Hurrah!

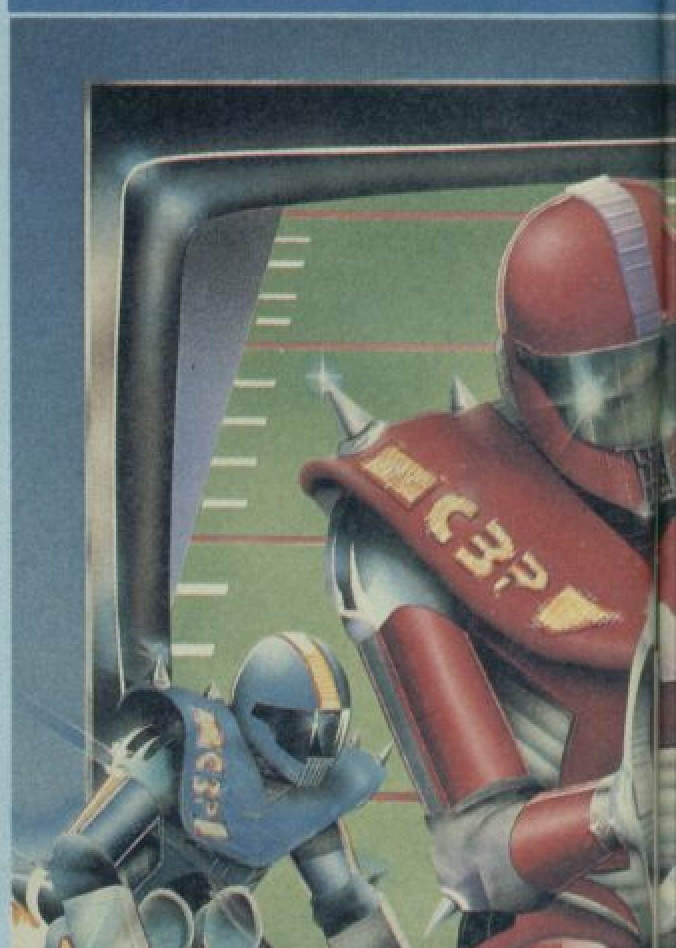

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YS MEGAPREVIEW

HUT! HUT! HUT! IT'S

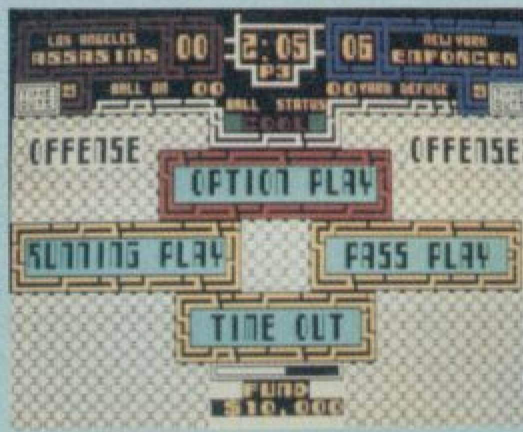
American football! What a spooky old game it is, eh, viewers? But add giant robot players, 'turbo defence' and exploding balls and, boy, does it get worse! Twice as violent, three times as exciting and about six squillion times more complicated! *Matt Bielby* still can't make head nor tail of it, though it won't stop him trying.



To the novice it all seems incredibly complicated and totally unfathomable. Just think about it — there are different teams for attack and defence, about 60 players a side, oodles of moves to remember, and lots of stopping and starting all the time. And that's just 'normal' American football!

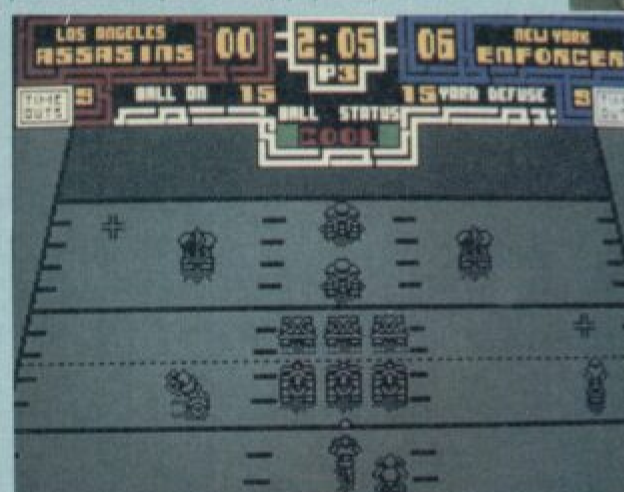
Toss in 20-foot robot players, more violence, extra-weird rules and even a smidgeon of management (you get to buy better robots to replace old players) and you get *Cyberball*, the heavy metal sport of the 21st century!! And that really is spooky!

Even to the experts (such as, for instance, the guys who programmed the Speccy conversions, and you can't get much more expert than that!) it seemed incredibly complicated, though "once you play it, it all comes to you and gets really easy". Oh yeah? (Disbelieving look.) All right then, let's give it a go.



Here's the menu screen showing your choice of plays. Should we go for a running play (the quarterback runs with the ball), a passing play (you throw it towards a cross which lights up on the field, then hopefully intercept the ball with another of your robots) or an option play (a bit more specialised, where you get to 'think on your feet'. Yikes!).

When you're playing the two player Speccy game one of you looks after the quarterbacks (by throwing the ball) and the other controls the receiver (who catches it). Of course, if you're in defence you both simply try to stop the other team.



HOW DO YOU PLAY IT THEN?

So how does this *Cyberball* business work then, and how on earth are we all going to understand it?

Well, first off you control a team of seven droids on the pitch at any one time, with seven computer-controlled opponents facing you. You start on the offensive, so basically what happens is the ball gets hiked back, your quarterback (the little man-shaped robot) grabs it and then decides what to do. Does he (ie. you) try to run up the pitch towards the opponents' goal carrying the ball, hoping to dodge in and out of the defenders? Or does he try and pass it to another team member?

Well, in actual fact, you know full well what you're going to do, 'cos you've actually decided a couple of seconds earlier. Just before each 'play' occurs (as they're called), the computer shows you a menu, and you have to decide what strategy to use. Say you pick 'Running Play'. That's fine. Now the computer gives you a choice of four different types of running play, in other words, set moves for all the other robots on your team to execute while you actually make your run. Then, when the action actually starts, you know that two of your big robots, for instance, are going to clear a path for you at the top left of the screen, giving you a good chance of getting quite a long way in that direction. You need to get all the way to the opposition's goal line (50 yards away) in four 'plays' or the ball explodes! Blimey! So don't waste any time!

Exactly the same thing happens (sort of) with the defensive plays, only you are trying to second-guess what the computer will do of course, so that you can put your men in the best positions to stop the opposition. (Phew, I hope that's all clear, 'cos I'm not explaining it again!)

Even if you didn't understand a word of it, good old Domark plans to have *Cyberball* ready for the end of January when it's, yes you guessed it, Superbowl time! So settle yerself down with a big packet of crisps for the whole three and a half hours or so, and you should know enough about American football to start your own blooming team, and certainly enough to make playing *Cyberball* a right old doddle. Or, at least, that's the idea. Hurrah!

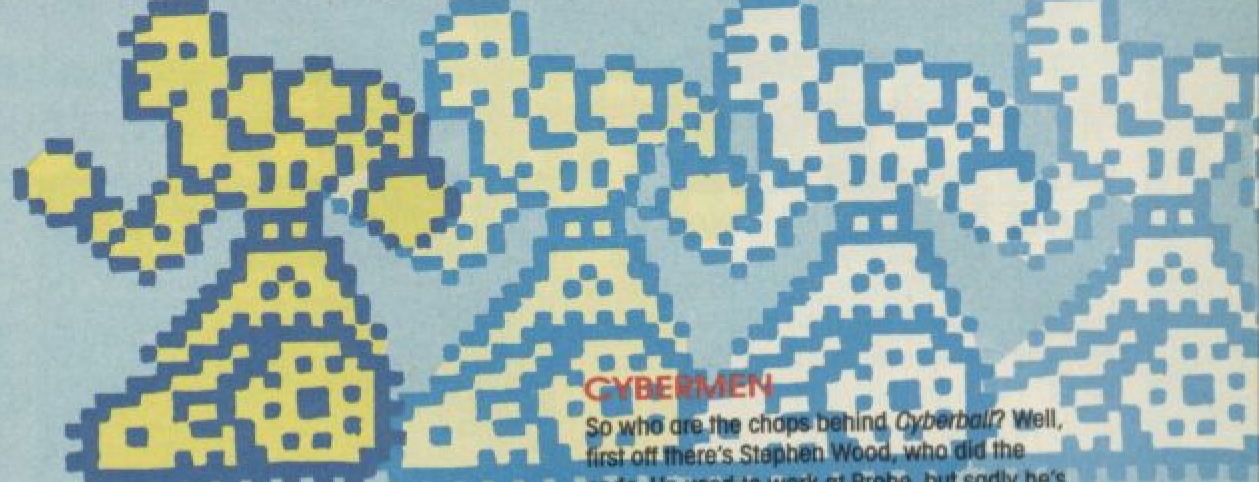
CYBERBALL TH

You don't see the coin-op much in this country (probably because it's a big, awkward shape and hardly anybody can afford enough goes to learn the rules!), but it's a weird four player contraption, complete with two screens. Unusually, these aren't side by side but stand angled away from each other, so (in two player mode) the opposing players are effectively facing across the 'field'. Looking down, each player sees the same action, but from a different end of the pitch.

There are two sorts of two player

S CYBERBALL





CYBERMEN

So who are the chaps behind *Cyberball*? Well, first off there's Stephen Wood, who did the code. He used to work at Probe, but sadly he's more or less packing in the Spectrum programming lark (in fact, he only plans to do one more game after this, another Bond licence for Domark). What was it like working on *Cyberball* then, Steve?

"Well, there was a lot of learning to do at the start! Not only all the rules of American football, but 'C' code too! 'C' code is the source code they use in a lot of coin-ops, and if you can get it off the arcade company concerned it can save you a lot of trouble! Unfortunately, some arcade companies guard it really jealously, but Tengen's pretty good at giving its code to Domark. It's a good job too because in a project as complicated as this it's the only real way that we can guarantee every version will play like the original.

"The problem is that since hardly anyone in this country knows 'C' code I had to learn the whole blooming thing from scratch, which was a nightmare since the manual was about four inches thick!"

Blimey!

"The other problem was getting the right play information from the States, since it's all so complicated, and then learning how they all work so we could pick the ones that are most important for the Speccy. You see, there are lots of set plays in American football, and though we can fit about 100 of them into 128K there's a bit more of a problem with the 48K versions. In the end I think we'll have about 20 or 30 of the best ones in there, but I had to learn a lot about American football to discover what they were!"

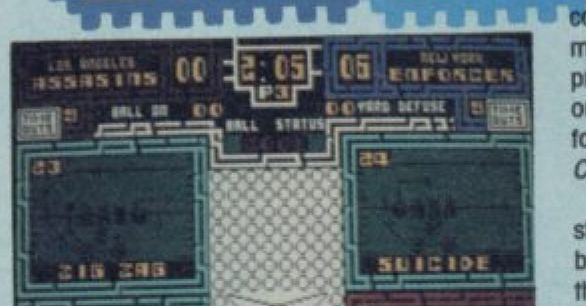
Tony West, perhaps best known for his work on *Licence To Kill* and *F16 Combat Pilot* (16-bit), was responsible for the graphics. So how do you tell the two teams apart, Tone?

"Well, two ways really. Even though the Speccy version is in monochrome, I'm doing one lot in black and the others in grey, so it should be pretty clear. You can also tell by the way they're standing of course."

Um, right.

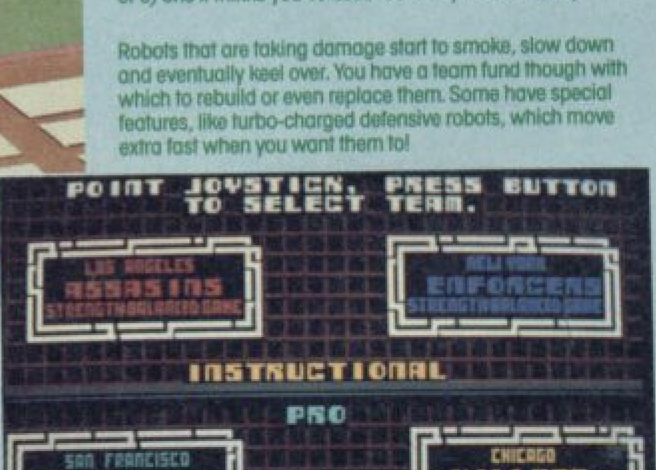
"Most of the players are sort of like tank bottom halfs with semi-human torsos and arms, the only totally human-shaped one being the quarterback. He's by far the best animated too."

Thanks, guys, things are a lot clearer now (I think).



Once you've chosen your type of play you get offered a choice of four specific ones. They're sort of given at random, though it won't offer you a) one it thinks is too risky if you've only got a couple of yards to cover, b) one it thinks is too cowardy cowardy custard if you've a lot of ground to cover, or c) one it thinks you've used too many times already.

Robots that are taking damage start to smoke, slow down and eventually keel over. You have a team fund though with which to rebuild or even replace them. Some have special features, like turbo-charged defensive robots, which move extra fast when you want them to!



H COIN-OP

modes — one where you take each other on, and one where the two players are on the same side against the computer. Combine the two and you get a genuine four player game, with two on each side. Fabby or what?! Apparently it's very popular in the States, but less so here because most people take one look and can't tell what on earth is going on! What you need is a free play version where you get the luxury of learning how to do things, but without blowing all your spare cash. Just like a home computer version in fact! Hurrah!



Game	*Cyberball*
Publisher	Tengen (Domark)
Price	£9.99 cass/£14.99 disk

CHASE H

Ocean/£9.99 cass/£14.99 disk



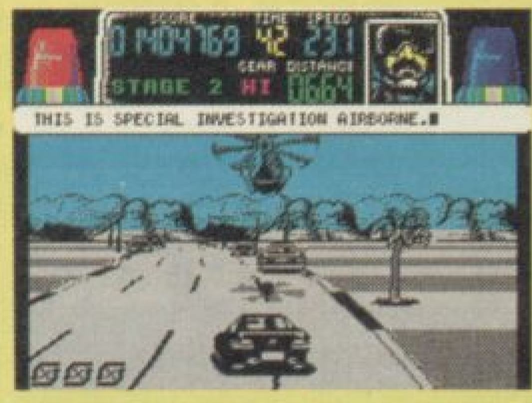
Matt *Chase HQ*– it's crap! Absolutely the worst so-called driving game I've ever seen!! Ho ho ho. Like my little joke, eh, readers? Not said with much conviction, was it? That's probably because it wasn't really very true.

Nope, *Chase HQ* isn't crap. In fact, it's one of the best driving games I've ever seen and it'd be a perfectly sound thing to spend your money on. Ho hum. It's getting really boring writing good reviews of every Ocean game that comes out, but, well, the truth's the truth I suppose. And, it has to be said, *Chase HQ* is an absolute corker of a game.

How shall we play this? I know, you can be Algernon (the passenger) and I'll be, um, 'Mr Driver' (as in the famous *Chase HQ* phrase, "Let's go, Mr Driver!"). Okay? In other words, I get to do all the good bits (like driving at three squillion miles an hour through the middle of a city at rush hour, taking 'short cuts' up unfinished roads and ramming into the back of other cars) and you can do all the crap bits (like sitting in the passenger seat, sticking the light on top of the car and, um, that's it). Seems fair? Great! Then buckle up and let's vrooooom!

Actually, hang on, I'd better give you a quick outline of the plot first! In fact, it's more than likely you already know it, but, for the few latecomers, it involves rushing around a big American city *Miami Vice*-style in a turbo-charged Porsche 928, bagging as may perps as you can along the way. You do this by ramming your car into the back of theirs until they're forced to stop, catching up and hitting them by nifty driving, and the judicious use of a limited number of turbo boosts to out-accelerate them whenever it counts. Unfortunately, this town seems to breed an affluent sort of criminal (they all drive mega-speedy exoticars and every second commuter has a Countach if the car sprites are to believed!) so they take a fair amount of catching!

Yes indeed, a pretty simple but perfectly serviceable plot, very playable in the first place but made close to perfect by faultless execution. I suppose the first question you always ask of a racing game is "Does it give a good impression of speed?", and the answer here is an emphatic "Yes, it does". The rolling road is very fast and smooth, the cars are all nicely drawn and animated, and there are clever programming tricks all over the place. Take the smooth way the road splits in two, allowing you to take either path, then compare it with the bodge job in *OutRun* in which they split the road by placing a row of potted plants down the centre lane(!), and you'll see what I mean.



Here's the second level. Blimey! That's a big chopper (fnar)! Actually, I just had to say that, 'cos the game's so full of sexual innuendo (Algernon begging you "More, push it more"!!) that it was only fitting to add a bit more.

This isn't the only neat touch though, oh dear me no. There's a very nice tunnel sequence, which doesn't slow the action down one jot, some lovely neat dips and rises which bounce your car up off the road, and little additional touches, like the flashing light appearing on the roof of the car as you approach your perp, which really add finesse to the game.

In fact, as far as presentation goes this has to be not only one of the best driving sims but one of the best coin-op conversions I've seen. Just about everything of any importance from the arcade machine has been kept in, from the animated logo to the neat little pictures of Nancy from Chase HQ and your good selves appearing along the top panel. Couple this with the constant stream of messages displayed at the top of the screen (saying where the



Here's Nancy at Chase HQ. She gives you your missions, but can get to be a real pain if you let her. Oi! Let's see *you* do it, Nance!

This is where Nancy writes messages for you. Ain't she sweet?

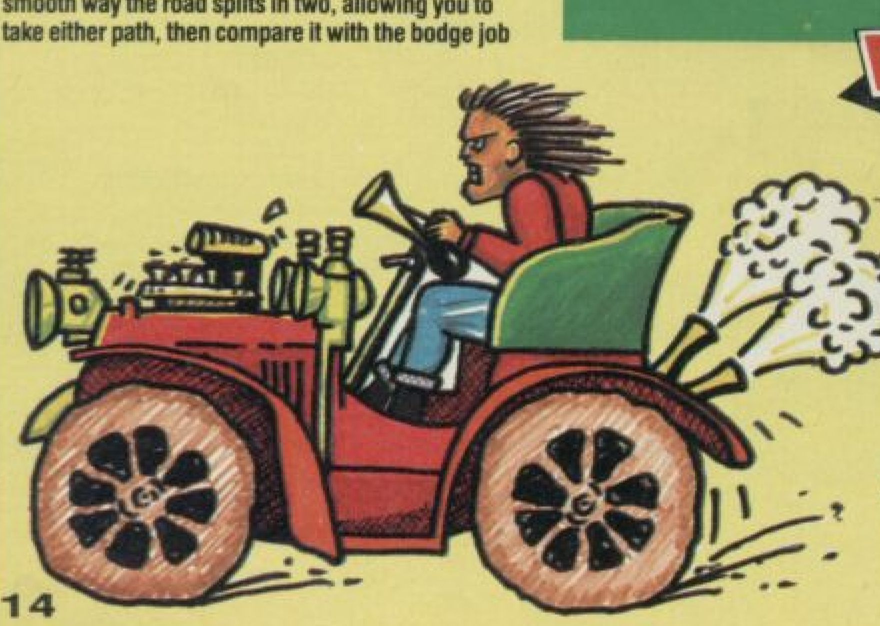
Nice of Ocean to point out which car we're meant to be chasing, isn't it, viewers?

Yikes! I've used up one of my three turbo boosts already and he's not even on fire at the back!

"Vroom! Vroom! Watch me zoom!" as we say at *Your Sinclair.*

Here are some innocent civilians in another car. Try not to run them off the road!

YOUR SINCLAIR MEGAGAME





Blimey! It's the rozzers! I've been rumbled! (But which of these dodgy looking geezers is the perp? They all look pretty shifty to us!)

H.Q.



"We think you picked the wrong job. Better try the classified ads!!" Blimey! That's a bit harsh, Nancy. It was only my, um, 31st go!

next car will be or simply telling you to buck your ideas up) and you'll find there's a lot going on that can only really be appreciated if you're watching someone else play the game. Of course, as driver you'll be far too busy trying to stay on the road (so amazingly enough Algernon doesn't really get such a crap job after all).

Programming skills and care of presentation aside, one other thing gives it the edge over most other arcade driving games – there's simply much more to do. Instead of just racing against the clock you've got an actual purpose in mind (catching the criminals) which adds tremendously to the proceedings.

And finally, there's the sound. I hardly ever remember to mention sound (on most Speccy games it's hardly worth it) but in *Chase HQ* you can hardly miss it. It's great! There's some very good digitised speech (like "Geddee up!" and "Let's go, Mr Driver!"), nice police siren noises, and lovely touches like the note changing when you go into the tunnel sequences on 128K. And even on 48K there's a good tune!

I could carp I suppose. You don't seem to get the nice spin you do in the arcade game, the controls are a bit hard to use with pinpoint accuracy (in fact, it's harder than the coin-op, but then so is driving a real car) and it takes an age to load, but none of those are really faults.

All in all, the game's an out-'n'-out winner. As playable as *Operation Thunderbolt* is, as fun as *Power Drift* can be and as impressive as *Hard Drivin'* turned out to be, we're looking at Number One here. No question. It's a bloomin' miracle!

finalverdict

LIFE EXPECTANCY	GRAPHICS	ADDICTIVENESS
86°	88°	91°

DIAGNOSIS

A brilliant conversion of a very playable coin-op, and in 128K it's absolutely magnificent. A must buy!

INSTANT APPEAL 94°

94°



JOYSTICK JUGGLERS



Robin 'That'll Do Nicely' Alway Never one to miss out on a quick profit, Robin has talked Matt into purchasing his *Alway How To Be Swoonsome* home correspondence course. What does it entail? "Well, I can let you have the introductory package for a fiver." Er, can't you just tell us? "There's a brief audio cassette which explains the course in outline." Okay then, what's on that? "About two pounds fifty worth of intellectual pontificating." Right.



Richard 'Play It Again' Blaine It's the return of our wargames expert and film noir buff, Rick Blaine. Though he's been out of *YS* for a bit, he left special instructions about how to contact him. "Just whistle." Pardon?! "You know how to whistle, dontcha? You just put your lips together and blow." Er, fine!



Kati 'Nouvelle Fille' Hamza Yep, it's Kati, the new girl. How's the snail farming business? "The what? Oh, that! I gave that up ages ago! Ooooh, I think that project was terminated before I went into landscape gardening." Oh, so you're into landscape gardening now? "Oh, no! I gave that up before I started my training to be an orthodontist!" Eeek! So now you're one of those people who fit braces to other people's teeth? "Oh no, I gave that up before . . ." Oh, lordy!



Richard 'Don't Call Me Johnny' Morris Here's another new bod trying his hand at a *YS* review. Are you any relation to the famous *Animal Magic* children's TV show presenter, narrator of *Hammy Hamster's Adventures On The River Bank*, voice of the Brittany Ferries parrot in the advert, and former Bristol zookeeper Johnny Morris? we asked hopefully. "No," he replied cockily. Blinkin' Nora!



Marcus 'Who Am I?' Berkmann A near disaster befell our Marcus earlier this month — he managed to fall down some stairs and render himself unconscious. The result? Amnesia, like he didn't remember who he was! "Who am I?" he foolishly asked the *YS* team. You're Olga Korbett, the famous defecting Bulgarian gymnast and you're on the run from a KGB snatch squad, we replied. Before we realised the folly of this, he'd legged it out of the door, pausing only to perform a half triple-back pike arabesque en route.



Matt 'I've Been Rumbled' Bielby After the sad a[illegible] somewhat suspicious demise of Farty The Warthog, Matt organised a practical joke. He mailed a replacement warthog as a Christmas prezzie to *Pitstop* host, Jonathan Davies. Then came a sorry note from the local head postmaster. "We are very sorry to inform you that your parcel was damaged while passing through our new and very expensive franking machine. And so was our new and very expensive franking machine. You owe us 280,000 quid."



David '. . .' Wilson It's finally dawned on our Davey that nobody actually likes the fact that he sings 24 hours a day, so he's taken a vow of silence. Why did you take this rather drastic course of action? we asked. ". . . ." came the rather witty reply. Erm, how long do you think you'll be able to manage this mammoth undertaking? ". . ." How does that song go that Frank and Nancy Sinatra duetted in? "Then I go and spoil it all by saying somethin' stupid like . . . Argh!!"

SCORES

90°-100° Getting up to fever temperature. Miss a game that's this red-hot and you'll get the blues — we guarantee it! Any game that scores a total of 90° or above gets the esteemed *YS* Megagame rating. Coo!

80°-89° PDG (Pretty Damned Good)! Well worth digging deep into the old dosh bucket for.

70°-79° Very enjoyable, but might not have lasting appeal for everybody.

60°-69° A few niggles. Lacking in certain areas. Think before you buy.

50°-59° Pretty average. Very average in fact.

40°-49° Erm, below average (believe it or not).

30°-39° Due to be hospitalised.

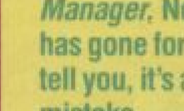
20°-29° Very poorly.

10°-19° Critical — not expected to last the night.

0°-9° Clinically dead.

FOOTBALLER OF THE YEAR 2

Gremlin/£9.99 cass/£14.99 disk



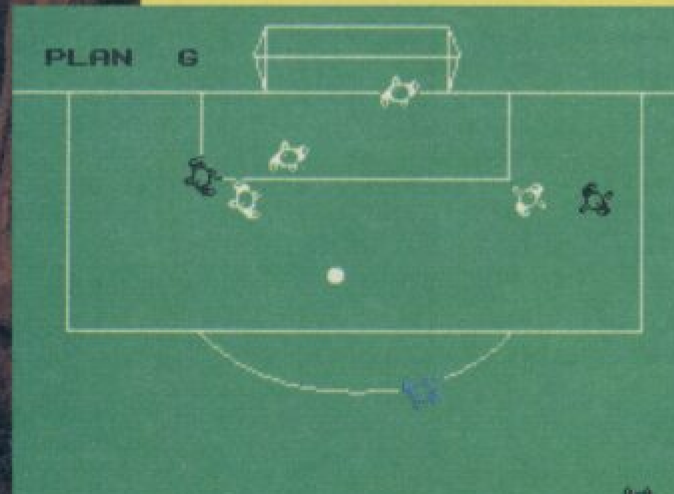
Marcus "Football game? Call Dr Berkmann!" is the usual cry, based on my understandable fondness of this popular (if much derided) genre. Still, even I make mistakes sometimes. When I reviewed the first *Footballer Of The Year* a couple of years ago, I was none too impressed – although that didn't stop me playing it for an entire day in the office "for research reasons". In the end, of course, the game sold trillions, second only in fact to the evergreen *Football Manager*. Not surprisingly then, Gremlin has gone for another shot at goal, and, I can tell you, it's a 30-yard screamer and no mistake.

The main problems with the first *FOTY* were trivial, and therefore important. For instance, it's unlikely that any team who won only 10 games and lost 24 would be in the top six of their division, but mine was, twice. That's the sort of anomaly that really gets up your nose when you're playing a strategy game of this sort, and indeed eventually stops you playing a strategy game of this sort. Cup games too were a little dodgy – Fourth Division teams regularly beat First Division teams and often went on to win the cup itself. *FOTY 2* dispenses with these niggles. The game is much the same – you're heading for fame and fortune as Footballer Of The Year, and as you're a striker it's the goals you score that matter. You still play Goal Cards to help you score these goals, but here things are a mite different. Before you just had to knock the ball past the goalie, which after a couple of hours was un morceau de gâteau. This time you're given a choice of which card you want to play, and for each (lettered from A to T) there's a set-piece which your clever manager has worked out. You see the moves on a blackboard, you remember it, and if you stand in the right place at the right time you score a goal.

Naturally enough, this is not as easy as it initially seems. If you choose to play two or three cards in a game, you can have problems recalling them in any detail – especially as you have to react so quickly. And sometimes you do need to play more than one card at a time – sometimes you'll be told that if you score a certain number of goals in the next game, you'll be picked for your country. Only a real clot would turn such a chance down.

Incident cards have also gone by the board. There are still incidents, but not as many, and now if you want to gamble some money you must do it by answering trivia questions on the Double Or Nothing screen. These vary between the dead easy and the completely unguessable, but can provide a useful income if you get the hang of them. (There's also no limit on how many times you choose to play this section between games.) You're paid for appearances and goals, and your aim is to be transferred to a bigger and better club, which'll give you the opportunities you desire to win league and cup medals and possibly even a place in the World Cup team.

You see, internationals are another innovation in *FOTY 2*. Overall, the new game is an enormous improvement – the successful parts of the original (such as the icon-driven control system) have been retained, while the dodgy bits have been polished up. Having started playing it, I found it hard to stop, and this review has, as a consequence, taken an awful long time to write. So far I have been capped by England three times, but my failure to score in their World Cup semi-final meant that I was dropped for the final (sassen frassen rassen). I've recently been transferred from Chelsea to Norwich, and seen the team's form plummet as a consequence. But if I haven't got the hang of it (and this is only on the lowest of nine skill levels), you can be sure that I will. Well, I hope so...



Righty-ho! I've purchased a goal-scoring card and opted for Plan G. First the Speccy showed me the moves on the blackboard, and here it is in practice.



This is the main menu screen. Short on spondoolicks? Move your cursor over the question mark and fire. There's a whole triv game here with cash prizes!

finalverdict

LIFE EXPECTANCY	GRAPHICS	ADDICTIVENESS	INSTANT APPEAL
90°	78°	93°	76°

DIAGNOSIS

Hugely improved rejig of the first *Footballer Of The Year*. Don't expect the depth of strategy of, say, *Football Director*, but do expect to play and play and play...

88°


CYBERBALL™
October 2006 Paul "Bubba" Kwinn banned for bionic violation
September 2008 Random bionic testing enforced
October 2008 Bionically repaired players take legal action
November 2015 League office disbanded, first completely cybernetic player fielded. Model ST32 gains 382 yards rushing in its first game, but loses an arm in the process.
January 2022 The last human to play the game, Dave "Rocket" Ralston decapitated by a face-masking violation
FOOTBALL IN THE 21st CENTURY
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GALAXY FORCE



On the third planet we've got horrid plants that ensnare you, and these things! They're like a swarm of baddies who swirl in front of you. Zap 'em and leg it!



Colourful, isn't it? (If a tad tricky to see what's happening!) The circles ahead are two 'locked on' targets. The puffs behind me are trails of smoke from missiles en route to the same place. Hahahaha!

Activision/£9.99 cass



David Snik! I fastened my helmet securely under my chin and finished my pre-flight instrument check. I fired my engines and waited for the stomach-churning moment when my *Galaxy Force* fighter would be dropped from the mothership. Ahead lay the unknown... a whole planet teeming with hostile aliens and guarded by fleets of star fighters. Yep, getting sandwiches for the *YS* team in the year 2090 is no mean feat!

Blimey! That was exciting, wasn't it? Oh all right, please yourselves! Anyway, ever since the first *Star Wars* movie, there's always been something rather appealing about the prospect of piloting a spaceship at breakneck speed down narrow canyons and blasting all and sundry! Activision must have thought so too, 'cos here's its latest release, *Galaxy Force*, a scrolling-into-the-screen shoot-'em-up which allows you to do just that!

It's based on the Sega coin-op of the same name, uses sprites, and was programmed by the same team responsible for *Afterburner.* Bearing this in mind, and the fact that the arcade versions played very much alike, you won't be surprised to hear that *Galaxy Force* is also very similar on the Speccy.

There are five missions for you to perform on five planets, each offering different graphics and aliens. Each planet has different sections including the planet surface, a canyon, a tunnel and finally the alien nerve centre. As in *Afterburner*, you have infinite cannons and missiles. A circle appears on a target when a missile is locked on, and then it's just a case of pressing the ol' fire button, only on this occasion you can shoot three or four missiles simultaneously! Unlike *Afterburner* however, if you take a hit, or prang your wings on the canyon walls, there's no damage sequence (or burning wing-tips as in the arcade). Instead, your energy figure rather unexcitedly turns red and is reduced. Neither are there any of those rather yummy 360° rolls, but that's 'progress' I suppose (he says philosophically).

There's some groovy ground detail ranging from solar flares rising from the checkerboard planet surface to ground-launched missiles and horrid triffid-type plants which ensnare your ship causing heavy energy loss! But beware, your monochrome sprite is hard to see against some of the more colourful backdrops. Also the final base is a bit of an anticlimax — I mean, your missiles lock on automatically, so you just lob a couple in and it's all over bar the shouting!

So that, in a nutshell, is that. Basically, it's *Afterburner* in space. The gameplay is very similar, which is no bad thing, but the best new bits, like high speed zig-zagging through tunnels, are somewhat diminished by the absence of any visible damage to your ship. Add this to the fact that each level multiloads and you'll see why this doesn't rate for me as high as *Afterburner* itself.



See that rectangular hole in that planet? Well, you'll have to fly through there in a mo! Perhaps it's time to go for that F-Plan diet! (Don't worry, it gets bigger!)



Bit reminiscent of *Space Harrier*, this bit, isn't it!? Not only are there spaceships to deal with, but also solar flares and meteorites! Eeek!

finalverdict

LIFE EXPECTANCY	GRAPHICS	ADDICTIVENESS	INSTANT APPEAL
70°	78°	80°	88°

DIAGNOSIS

A competent conversion of the coin-op hit of the same name. Basically *Afterburner* in space (but not quite as hot), with multiloads, average sound and nice new graphics.

78°

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WIN! THE MOST AMAZING ART DECO RADIO THING YOU'VE EVER SEEN!!

PLUS! TWENTY COPIES OF *BLACK TIGER*!



THE TIGERS

- Tiger Moth
- Tigger
- Tony The Tiger
- Shir Khan
- Tigerfish
- Sunbeam Tiger

Amazing mace!

Black Tiger really looks like it's going to be the bee's knees, doesn't it? It's a gigantic platform and ladders scroller, starring a little armoured chap equipped with a large mace-like weapon. Whallop! Cringe as he gives some horrible devil thing a jolly good hiding! Kersplat! Cheer as a snake monster gets his just desserts! Sproing! Gasp as he leaps across a treacherous gap! Ring ring! And shudder as he goes into the local weapons shop and asks for "A selection of your best fighting equipment, my good man!"

Yes, it's all there in *Black Tiger*! US Gold is so convinced it'll be the next *Forgotten Worlds* or *Strider* that it's come up with an absolutely amazing prize to give away, the like of which you've never seen! Who cares if it's got absolutely nothing to do with the game at all!? Read on...

Take a deco this!

It's a 'Marilyn' art deco stereo radio and it's the biz! It would cost an absolute fortune to buy, so you'd have to be pretty darn barmy to do so, but as a prize it's brill! Though it's a modern stereo radio with AM/FM selection and everything, the best bit ain't the tuner, or even the speakers, but the flashy design, with its built-in neon bars which make it literally glow in the dark! It's the most ridiculous, but at the same time most outrageously brilliant, thing we've ever seen!

Twenty runners up shouldn't be too disappointed though, because we've got 20 copies of US Gold's newie *Black Tiger* to give away as consolation prizes. Hurrah!

A twist in the tail!

So what do you have to do to get a chance at this corkendous prize? Well, it's easy! Just take a look at these pictures. They're all tigers and they're all black. Next to them is a list of famous tigers from stage, screen and (um) other places. Right! Now all you have to do is choose the correct name for each tiger and scribble it down in the space provided. For instance, if you think the silhouette of Tiger A is Shir Khan, the famous baddie from *The Jungle Book*, then put Shir Khan next to A on the form. Then just fill in your name and address, stick the form on the back of a POST CARD please, and send it off to *That's Neat, That's Neat, That's Neat, That's Neat, I Really Love Those Tiger Feet Compo*, *Your Sinclair*, PO Box 1509, Enfield, Middlesex EN1 1LQ. And make sure your entry arrives before February 28th, or we'll tear a stripe off you!

RULES

- Anyone from Dennis Publishing or US Gold caught trying to enter this competition will get on our 'black list'!
- Any entries received after the closing date of February 28th 1990 will be torn up into little pieces and thrown in the bin. We can't say fairer than that, can we?
- Don't argue with the Ed's decision about who's won and who's hasn't. It just wouldn't be worth it!

"Tyger, tyger, burning bright, in the forest of the night, what immortal hand or eye, can identify you if you be shy?" (Ahem). Actually, I can. The six tigers shown in silhouette are...

Tiger A) ....
Tiger B) ....
Tiger C) ....
Tiger D) ....
Tiger E) ....
Tiger F) ....

You can't pull the fur over my eyes!

Name ....
Address ....
....
..........................**Zip**..................

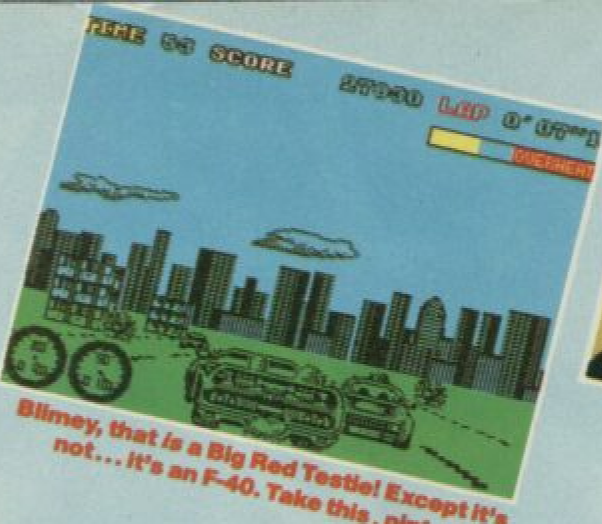


crazy CARS II
COMPUTER GAMES WEEK
91%
"Graphically very nice indeed."
GAMES MACHINE
82%
"Smooth, Fast, Realistic and Addictive."
"The feeling of speed is brilliant."
"Incredibly realistic driving simulation."
"The hills and dips are so plausible that a hint of queasiness mixes subtly with the excitement."
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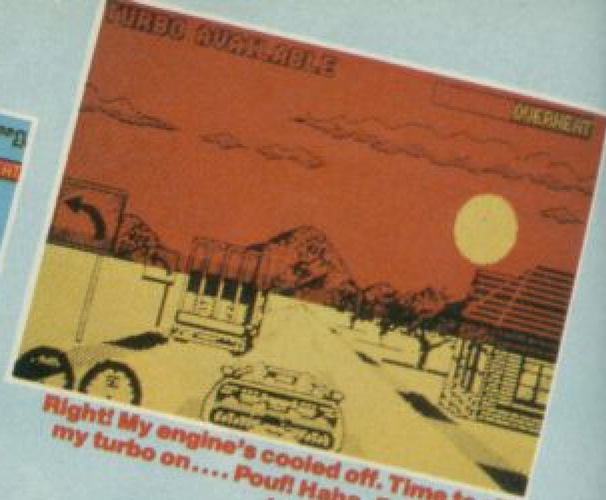
US Gold/£9.99 cass



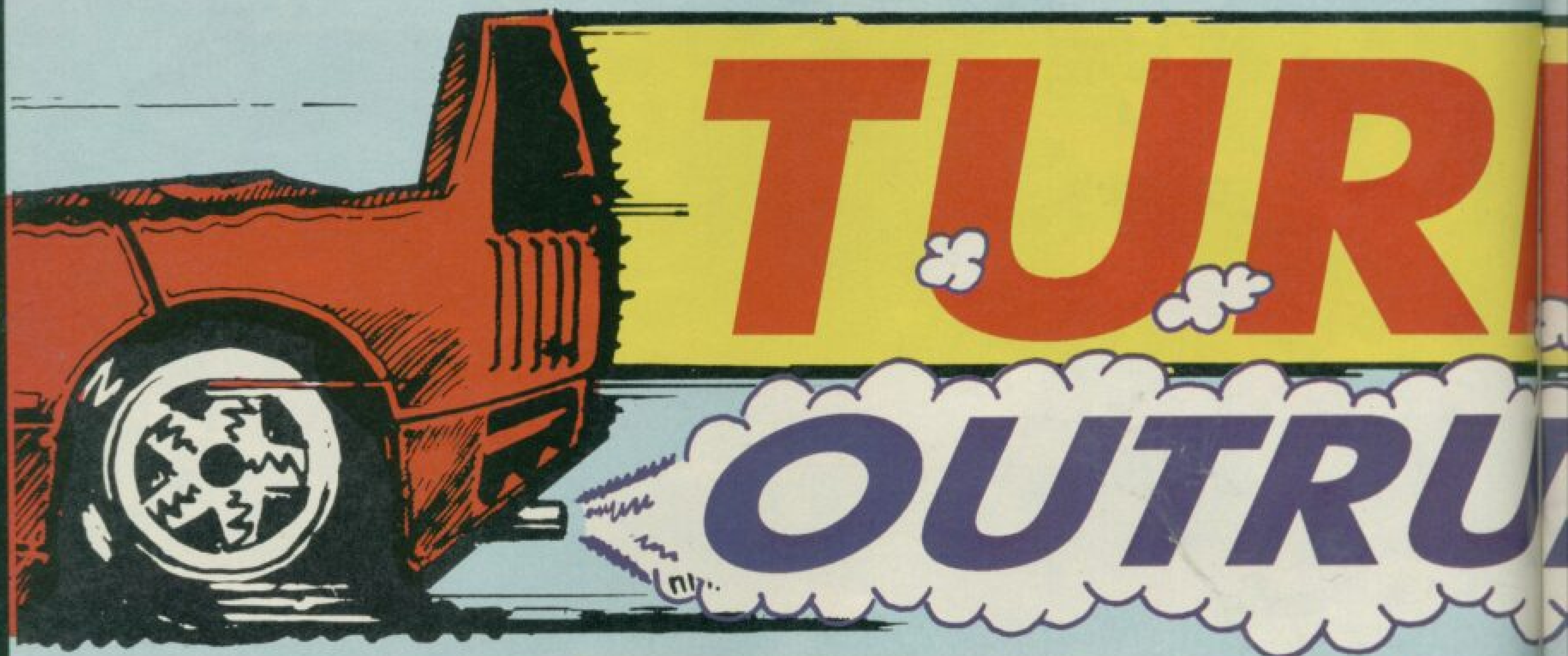
David There've been a whole load of driving games coming out of late, haven't there, Specchums? This one's US Gold's offering and, basically, it's an update of the original rolling-road-racing coin-op hit, *OutRun*. But guess what!? There's no Big Red Testie!! Instead you've got a spanky Ferrari F-40 convertible. (Actually neither car is red on the Speccy, they're both monochrome.) So clamber aboard, my little co-drivers, and let's take a gander at this turbo-charged update. Vroom! Vroom!



Blimey, that *is* a Big Red Testie! Except it's not... it's an F-40. Take this, pint-sized Porsche!



Right! My engine's cooled off. Time to slip my turbo on.... Pouf! Haha. Eat exhaust fumes, Johnny Lorry!



Apart from the actual car itself, there are also a lot of other changes here. You get to race across the whole of the US this time, instead of just California, meeting all kinds of weather and road conditions like snowy mountains, sun-baked deserts and just plain rainy cityscapes. Not really the ideal convertible driving conditions, I'm sure you'll agree! The other main differences are the addition of puddles, 'sleeping policemen', those temporary road barriers for you to drive through, and not forgetting, of course, the fashionable turbo! Usage of this 'tool' is limited by the fact that the car engine overheats if used excessively – keep a close eye on that temperature gauge! Oh, and you can bash the other cars on the road too, but make sure you don't knock yourself off!!

If I hadn't played *Chase HQ* first and seen what can be achieved with a Speccy arcade driving game I might not have been so disappointed with this, but then again maybe it wouldn't have made that much difference. It is fast and it is slick, and some of the graphical bits, like nudging the Porsches (heh heh) and driving through the barriers, are nicely rendered, but on the whole I felt let down. Your main sprite is nice and large, but your viewpoint is more that of the car behind rather than from slightly overhead. This means, in effect, that when something is right in front of you it's sometimes almost completely obscured by your own car sprite! What's more, say your car was a Bburago 1/18 scale Ferrari, well, the other cars would be made by Matchbox! I mean, when you collide with the other cars (hem hem) you seem to be twice their size.

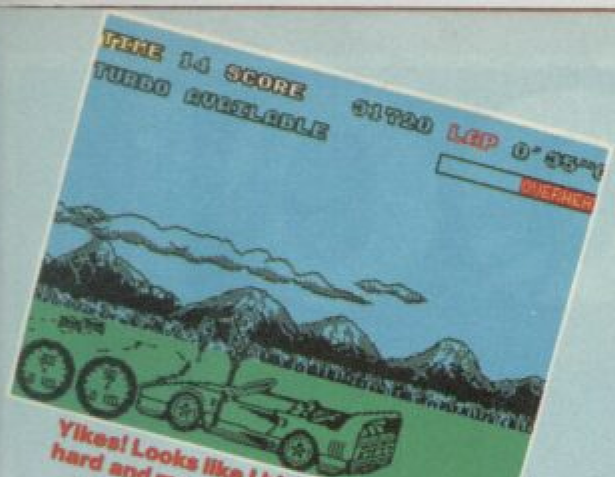
I suspected the accuracy of the collision detection on occasion too, but liked the way the roadside banners flew into the air when you bamboozled them. Crunch into something more substantial and you'll see one of two sequences. Either your car will somersault down the road or it'll perform a 360° spin. Both of these are nice ideas but are executed in a rather jerky fashion, and when you see the car's side-on view both the passengers seem to have disappeared! Further, the only difference I noticed on firing a turbo was that of a tiny puff of smoke appearing at the back of the car. There was very little impression of speed at all.



This is America. Erm... big, isn't it? Also quite colourful. Your progress is shown on this map at the end of each game.

Reach the checkpoint and you'll have to multiload the next stage. There are 16 (count 'em -16!) stages, and that means 16 loads! I actually timed myself on completing the first two stages and it took me about one minute and 20 seconds. That's just over a minute's gameplay before each multiload section. Groan! Fail to complete a stage and you've a few credits to try again. Otherwise it's back to the start.

When a game ends you see a colourful map of America showing your route, the start and finish, and just how much ground you've covered. In between all this, the action might be enough to excite road-racing freaks, but, well, I was disappointed. US Gold chose not to release *OutRun Europa* after it secured the licence to the more up-to-date *Turbo*. From what we saw of *Europa*, we thought it might have been a better game. Such is life.



Yikes! Looks like I hit that tree a tad too hard and me and my female companion have become completely invisible.

BO

N



Phew, what a scorcher!! Excessive use of your turbo causes your engine to overheat! Hot stuff, eh!? Er... well, luke warm actually.

finalverdict

LIFE EXPECTANCY	GRAPHICS	ADDICTIVENESS
70°	76°	78°

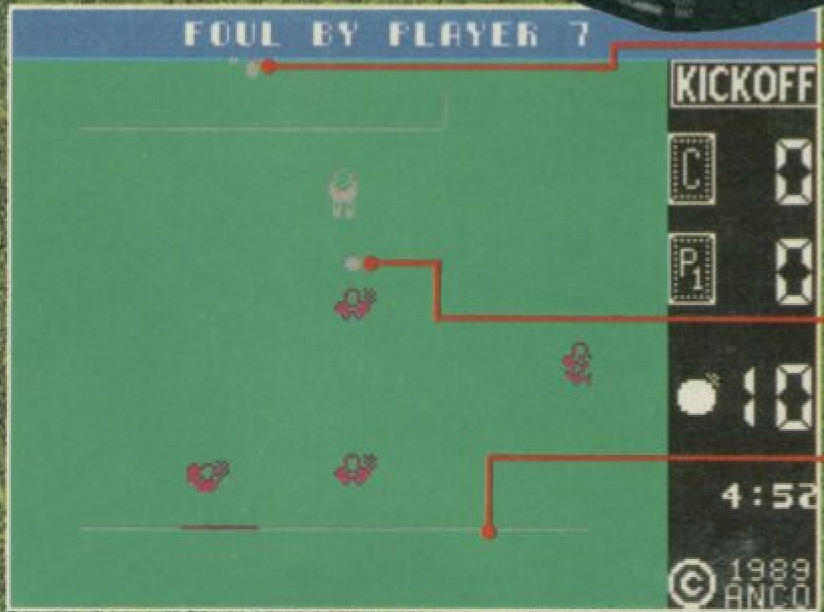
DIAGNOSIS

A disappointing sequel to the original rolling-road racing coin-op. Much better than the original *OutRun*, but hardly the best of the current driving games.

INSTANT APPEAL 80°

70°

KICK OFF

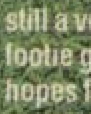


These little thingys down here show which direction the goal mouth is in, so you can shoot even when you can't actually see the goal. Don't mistake them for the ball though!

Here's the ball. It gets a bit bigger as it bounces into the air, Passing Shot-style.

Look at these lines. They seem to just peter out at the edges, with the ball and players going under them!

Anco/£9.95 cass



Matt This is a really, really weird one. The 16-bit versions are classics (I think anyone would acknowledge that), but while the Speccy version isn't as good it's still a very different kettle of fish from most footie games. We didn't have any great hopes for it since Anco slipped it out ever so quietly with no real publicity or anything, but in actual fact it's quite a pleasant surprise.

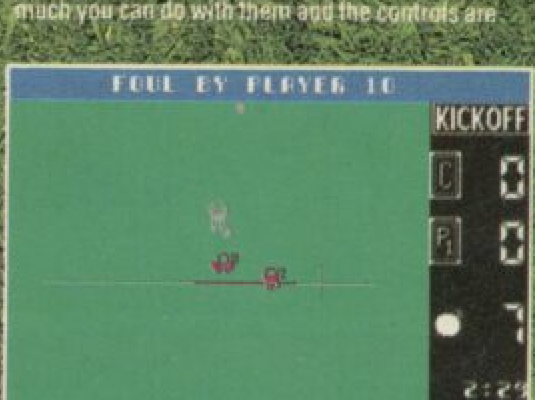
So, first up, the presentation — and it's lousy. The little purple and white players are pretty indistinct, there are oodles of graphical glitches and both men and ball have a bizarre tendency to go *under* the 25 yard line! In fact, this gives it very much the feel of a rather bad three or four year old game. Hardly what you'd call 'state of the art'.

But playability is another matter altogether! I know footie games are normally incredibly popular (even the bad ones) but, personally, I'm not much into them. They've got a strange sort of addictiveness, it's true (even if you're not much into football), but I can't get much fun out of the management aspects, graphically there's not much you can do with them and the controls are often hard to get to grips with. And, to cap it all, gameplay is too often stodgy and slow.

That's not a criticism you could make of *Kick Off* though! For a start it's fast. Very fast indeed. It's almost like ice hockey or basketball (or pinball!), with the game moving from one goal to the other in a matter of seconds. There's no way you're going to get bored, that's for sure. It's easy to get into too. There's a trial option for you to learn ball control, how to take corners and so on, but, as the controls seem to have been kept as simple as possible, you'll quickly want to get into a real game and learn 'on the job'. I did and lost 2-1 (ahem), but it was only my first go. Anyway, they give you a choice of five skill levels so all players are catered for. Of course, the real test of these sorts of things is in a two player game, so how does it fare? Well, let's have a little listen, shall we?

"Blimey!" "Oi! Gerroff!" "You fouled me!" "Send him off, ref!" "Yellow card!" "Oi! You fouled me again! You're a dirtier player than Real Madrid!" (From the original soundtrack of me and Davey playing.) Yep, it goes down pretty well all right, since it's so fast and frantic, though the lousy graphics do spoil things slightly.

All in all then, a different sort of footie game, a lot faster and easier to get into than usual, but with some annoying glitches and a slightly unfinished look. Still, there's no denying it's a lorra, lorra fun (especially in two player mode).



Kick Off is at its best in two player mode, though the choice of 12 different refs, with 12 different degrees of leniency, means the other player can sometimes get away with murder!

finalverdict

LIFE EXPECTANCY	GRAPHICS	ADDICTIVENESS
86°	62°	84°

DIAGNOSIS

Very fast, very playable and very easy to get into, though a bit hopeless visually. *Kick Off* is the footie game for people who don't really like footie games.

INSTANT APPEAL 75°

80°

reviews



LIVERPOOL
YOU'LL NEVER WALK ALONE
A game for 1-2 players featuring all aspects of a real football match - strategy, tactics, penalties, headers, free kicks, throw-ins, crowds, spectacular graphic routines and high quality sound effects. It is officially endorsed by the entire Liverpool team who feature throughout. It's the next best thing to playing real football at Anfield.
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Letters



WRITE TO THE ED, YS, 14 RATHBONE PLACE, LONDON W1P 1DE

Star letter winners receive three games! All letters win a YS badge.

THEY DON'T LIKE IT UP 'EM!

I am writing to express my great displeasure when on purchasing my December copy of *Your Sinclair*, which I may add I have on order and receive every month, I discovered no tapes. I did ask the "rather nice chap behind the counter" who assured me that none had arrived. As a serviceman in Germany where tapes are hard enough to come by I feel greatly cheated.
Cpl Hill
BFPO

What, upsetting 'our boys overseas'!? A rum to-do and no mistake! I'm sorry to hear that you feel this way. But may I just point out that, because of several difficulties encountered with cover-mounted tapes, we have decided to ship them on subscription issues only. If, as you tell me, you receive every issue on order, then wouldn't a subscription be a better idea? It should work out cheaper, you'd get all the Cover Tapes, and you may even receive the mag sooner than your newsagent. I'd say you'd be quids in, but, just to keep morale high amongst 'our lads', please accept a corking YS badge. **Ed.**

E = mc + 2A

I have found a way of turning previously incompatible +2A games into compatible +2A games! What you do is take a +3 Basic (from the opening menu) and then type in SPECTRUM, press Enter, type LOAD"" (J""), press Enter, start your tape and there you have it! This works with *Afterburner*, *Scooby Doo*, *Flying Shark* and *Starglider* (Merge "", SPECTRUM then GO To 20).
Steven Lycett
Sheffield
PS Hold down break on the *Canyon Warriors* control screen, and you get a secret message!

Since our office +2A is 'totalled' at the moment, I can't actually confirm what you're telling me. Still, if it works then a lot of +2A owners could be well chuffed. Good show! **Ed.**

DOODLEBUGS

Well, our Jack has hoofed it to pastures new (sniff sniff), so how appropriate that this little Doodlebug should come along to the *YS* office. I'm talking about the one on the right. It's by *Dave Ramsbottom* from Manchester. The other is by *Asim Waseem* from Swansea and puts our Dunc into Activision's *Dynamic Dux*.



Sponditious new games are on their way to these lucky doodlers even as we speak! Do you fancy one? Then get doodling and send in your labours (in black ink only please) to Doodlebugs, YS, 14 Rathbone Place, London W1P 1DE.

...AND SO ARE NEWSAGENTS!

Regarding your remarks on the front page of the *Your Sinclair* November issue, I assume that you are referring to "the nice chap behind the counter", in other words my husband!

What you are inferring is that it is my husband who is removing the tapes and not some dishonest customer. I strongly object to the wording. You are insinuating that newsagents, who work a 14 hour day, seven days a week, are thieves!!!

You should in future aim your remarks at the people on the other side of the counter — not behind it!
Mrs E Ward
Fife

We're very sorry to hear that you took offence from our missing tape message. In fact, we weren't suggesting that anybody was 'thieving' the tapes at all, either in front of 'the counter' or behind it. We were merely alerting customers in a 'light hearted manner' to the fact that they should receive a free tape. If this is missing then there is a possibility it has been removed to be distributed at the counter. (We are told that some newsagents pursue this course of action for security reasons.) Some of my best friends are newsagents and I find them to be jolly hard-working and upright salt-of-the-earth type people. **Ed.**

BELLY BUTTON FLUFF BY ANY OTHER COLOUR...

I want it! (Fnar! Fnar!) I'm talking about the three games! Here are my three reasons.

1) I'm a member of Rolf's Cartoon Club.

2) I have bought every single YS since I received my humble Speccy two years ago AND I've bought every single ZERO published (even though I don't own an ST or an Amiga).

3) I have enclosed some fluff from my friend's belly button.

Bye bye, yibble yibble,
Sir Clive Sinclair
Saxilby, Lincs



Hmm, I can think of three reasons why you shouldn't get three games.
1) You're not Sir Clive Sinclair at all, you're Ric Bradley from Saxilby.
2) We suspect that your so called 'belly button fluff' is an imposter! Everyone knows that belly button fluff is always blue!
3) You are quite obviously completely hatstand.

Mind you, you do have two things in your favour, one that you like Rolf Harris, and two that you have remarkable taste in computer mags! Now let's see.. that's two reasons in your favour and three against. That's...er, Dunc? **Ed.**
That's minus one! **Dunc.**
Er... (are you sure?), okay, you owe us one game! **Ed.**

GROODY BROWNED OFF

I figured it was about time I wrote to you. I was prompted by reading a letter from that particularly uncool and groody" guy (or whatever), Psi 45, who, I assume in a fit of rudeness, wrote to you saying, in the worst possible taste, "49ers kick

Letters

ass". I don't understand how anyone could say this about the best American football team in the universe.

But I have a bone to pick with you. About a year ago you reviewed *Operation Wolf*. In your review you put beg, borrow or steal a copy. Well, someone begged me to borrow my copy. They borrowed it and, due to the fact that I haven't seen it for a year, I think I can safely assume it has been stolen. So you owe me a game (or five)!

Ian Rohe
Dunstable

PS Batman will never be out, same with Judge Dredd.
PPS This was written with a New York Giants pen.

What do you mean Batman will never be out? It is out, you clot! The new Judge Dredd game is destined for release mid-1990. This was written with a Stabilo Boss biro. **Ed.**

ED CASE

I have decided to resort to bribery after not having had my letter published for the 9,999,999th time. I have enclosed a cheque for £1,000,000. Happy spending!

Mike Walpole
Wolverhampton

PS Is it true that you are a relation to the famous talking horse, Mr Ed?

Look, what is it with you lot?! I am not Edd The Duck, I am not Ed The Horse and I am not Gadgy with the big ears! I'm Gadgy The Duck!... No! I mean I'm Edd with the big ears!... No no! Arrgh! You've got me all confused! (But thanks for the dosh.) **Ed.**

CAT JOBS

Please tell me —
1) Is Jackie really that short?
2) Does T'zer like her new job?
3) Where can I get more info on the Sam Coupé?
4) Why do cats always 'perform' in the coal?
5) Please let me win one of your compos!
6) Is *The Untouchables* really that good?
7) Will my Speccy games work with the Sam?

Gordon Quinlan
Co Cork, Eire

1) I'm not saying Jackie is short, but her apartment is so small that even the mice have hunchbacks!
2) Yes.
3) The latest news on the Sam Coupé can be obtained from the Sam Coupé 'hotline', which is (0792) 791100.
4) Why do dogs always perform in sand pits, eh?! Perhaps you should write to Arthur C Clarke's Mysterious World.
5) That depends on you getting the answer right and being chosen! Rest assured, no strings will be pulled!
6) Uh-hu.
7) We're told that most 48K games will run, but not 128K games. You'll be able to do things like change the colours in them too! **Ed.**

YAFFLE YAFFLE

Um, I wonder if you could settle a little discussion (hem, hem) that we've been having. Now, don't laugh...

What's the woodpecker's name in *Bagpuss*? You know, the one that's made of wood and goes down the book steps? I say it's Professor Yapple. Some others say 'Yaffle' or 'Yackle' and we've even had a vote for 'Yacho'. Now, I know it's a stupid question and you're not really



TRAINSPOTTER AWARD

UNSTEALTHY

I am writing to correct you on a mistake you made in your October edition. Throughout the magazine you kept referring to the Stealth Fighter. The picture shown in the mag was in fact the Stealth Bomber. Would you please correct this.

Stephen Thersby
Bradford

Blimey, we should rename this bit Planespotters, shouldn't we?! Anyway, the picture we used for our Stealth Fighter Compo was, as you correctly recognised, the Stealth Bomber. Very clever, my friend, but there's one thing you've slipped up on. It was in the November issue and not October as you claimed! No Trainspotter for you! **Ed.**

HEAR YE QUERIE

Hear ye! Hear ye! David Willis here, claiming a Trainspotter Award for noticing a mistake which hath appeared in ish 47! This noticeable mistake is on every page and is so noticeable that even a short-sighted rampaging warthog with Rolf Harris riding it, whilst eating a soft boiled egg with chocolate dressing, would notice it! The mistake is that (dum de dum dum!) the YS team has printed the whole magazine upside down!! (Cries of astonishment!) So David Willis here claimeth a Trainspotter Award. Hear ye! Hear ye!

David 'Yup' Willis
Kings Lynn

Rolf Harris, he's a blimmin' toff, isn't he? I deduce from your claim, and from your mention of Rolf's name, that you have some connection with Australia. This would account for the fact that you thought the mag was printed entirely upside down. Either that or you're one brick short of a load. **Ed.**

HUGE HAM

Dear oh dear oh dear! Myself and about three thousand others are very upset. We have been very insulted. In *Future Shocks* in the December issue of that, until now, good magazine of years, YS, *Out For The Count* was previewed. At the bottom of this you spelt 'Higham' as 'Hugham'. So I think you should send out three thousand Trainspotter Awards to the people of Higham and me.

Chris Dunkley
Rushden

Sorry about that. You see, that bit of Future Shocks was written by a member of staff who shall remain nameless, but who has certain hippy leanings. He thought he could make the world a more harmonious place by renaming Higham as Hugham (Hug 'em, geddit?). If I'd written it, I'd've called it Hit 'em, alright? Anyway, since it's a deliberate mistake I don't owe you or the three thousand inhabitants nuffink! **Ed.**

BACK TO BACK BOTTOM-UP

Bottom-up for the millenium! If you look at pages 15 and 16 of issue 48 (the Smash Tape bit) you will notice something incredibly odd about the two inlay card cut-outs. You stupid old *******s! If you cut out one of them you can't cut out the other! Am I supposed to waste money photocopying the other inlay? I demand a Trainspotter.

Darren Watt
Inverness

Ah, er, yes, about eight trillion of you noticed this teeny slip-up on our part. So that's one eight trillionth of a Trainspotter we owe you (heh, heh). **Ed.**

SMALL PRINT

Here is the ten squillion dollar solution for getting a letter printed in marvellous YS...

Chris Dunkley
Rushden, Northants

You again!? Well, you'd be best advised to keep this info to yourself! I mean, if everyone followed your instructions they'd all get their letters printed and then when you wanted to write in there'd be no room for anything else! **Ed.**

I'm still wondering if I should write to you.

Nic Jenkin
Threemilestone, Cornwall

Blimey, you've only been thinking about it and you've already earned yourself a YS badge! Think what you could do if you actually wrote! It's an earner! **Ed.**

If you do not print this I'll go insane.

Paul Davies
Luton

Well, that's my good deed for the month! **Ed.**

WONDERFUL WORLD OF SPECCY

Hurrah! Just when there seemed to be a bit of a lull in the Wonderful World letter slot in comes a postie from a Polish chum! So it's a hearty three times hooray for *Robert Chormik* from Wodzislaw, Poland.

My name's Robert. I have fourteen years and live in Wodzislaw. Posses computer Acorn compact and very little program. My interesting collections labels, plaquettes, catalogues posters and souvenir firm.

Therefore please your of forward me souvenire your firme, behind what very, very thand.

And thand very much for your er... comments. Bye! **Ed.**

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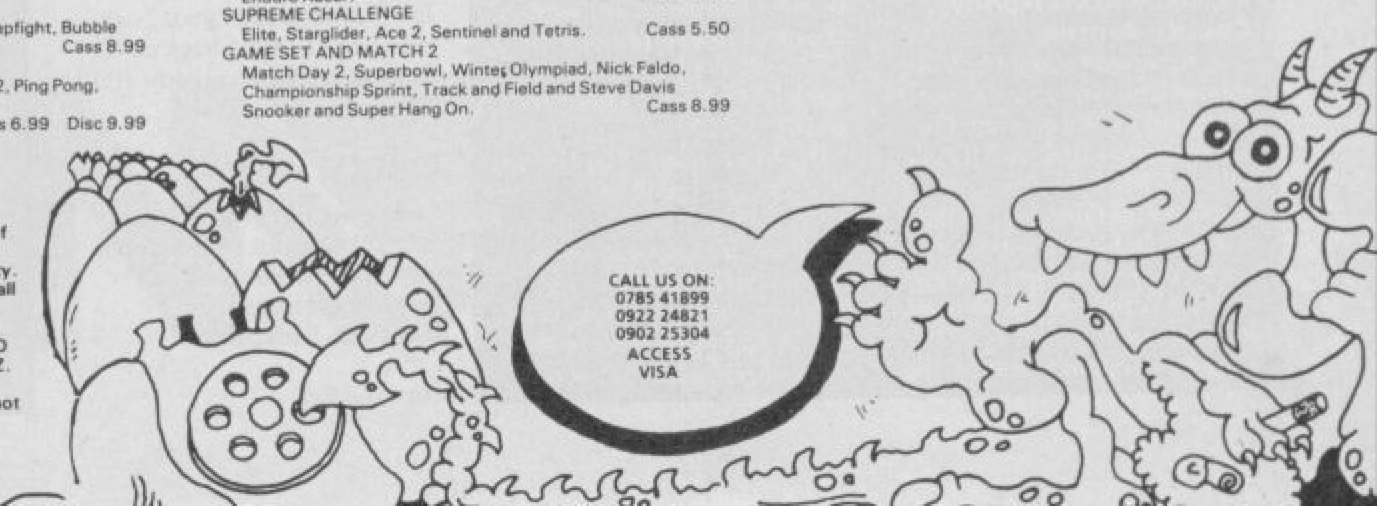
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Letters

the right people to ask, but could you have a vote on it or something?
Leigh Loveday
Port Talbot, W Glam

Yep, we've had a vote on it and I'm afraid you're wrong. The wooden woodpecker book-end that came to life when Bagpuss awoke (and Emily was conveniently out of sight) was Professor Yaffle. Anyway, what's this got to do with Speccies? **Ed.**

THE SPECCY, IT'S A BLIMMIN' MARVEL!

You wouldn't know how tired I am of people saying that the Commodore 64 is better than the Speccy. Take R Richards in the December ish. "Has the edge over the Speccy"?! Come on, mate! How can he read YS and think this? It's unnatural. (Mind you, so is Dunc, but we won't go into that!) Okay, it's got more colours, but so what!? Have you seen the screenshots of *Continental Circus* on the CBM64? Is that a car you're supposed to be driving or a few black and white lines?! And *Turbo Esprit* — mega groan!!

Then from the dusty horizon comes the Speccy, rising above all on its triumphant keys of rubber! Giving the gamesplayer detailed graphics which can be distinguished from their surrounding gameplay areas.
Yours Spectrumly
John Howarth
Bolton

Ah, what beautiful prose! "The Speccy, rising above all on its triumphant keys of rubber" — I like that bit. Have you ever thought of taking up writing? You could be the next Jeffrey Archer. Mind you, thinking about it, one Jeffrey Archer is one too many already by my reckoning. **Ed.**

STAR ★ LETTER

THE POPE IS A VERY NICE MAN

I am writing to complain about the way you made the Pope out to be a member of a SWAT team in issue 48, with remarks like "Operation Volf" and "raka-taka-taka-taka", which is stupid because the Pope cannot speak English. And, no, he does not look like a prune when he kisses the ground, because, in case your useless minds did not realise it, a prune is a fruit and the Pope is by no means a fruit. Apart from a few minor mistakes your mag is brilliant with an absolutely fantastic letter and tips section. But please tell me, is there a cheat for *Renegade 3*?
Dominic Hall
London

You do the Pope a great disservice, you know. He can actually speak 15 languages (or thereabouts) and English is more or less one of them. Furthermore, we didn't say the Pope was an 'old fruit', we just hypothesised that he himself might think he'd look like 'a prune' were he to kiss the tarmac whilst wearing a stetson. Erm, okay? **Ed.**

EMBARRASSED!

Er... ah! Yes, I've just remembered what I was going to say. Everybody boasts that they are the best-selling Spec mag. But who is it really? Tell the truth or else! Mega please!
Adrian Kendall
Brookside, Telford

We're Number One, and that's OFFICIAL! If everyone else is boasting otherwise, then they shouldn't 'cos it's illegal. The Audit Bureau of Circulations puts our circulation figure at 78,393 which is 2,338 more copies sold than our closest rival. Hurrah! **Ed.**

BATMAN THE MOVIE CANNED

I have completed *Batman* The Movie and, to prove it, it says at the end "Gotham City's earned a rest from crime, but if the forces of evil arise again...." and my score was 180,250 with two lives and three minutes 35 seconds to spare! Is this a record?!?
Mr No-Name
Westbury, Wiltshire

No, it's a computer game. Oh, and you owe us a Trainspotter 'cos you forgot to sign your name on the bottom of your letter! **Ed.**

FLOYD ON HOLD

Could anyone please help me 'cos I've got this problem. I am getting very frustrated trying to get anywhere in this game I found in my drawer... well, actually it's a shelf... enough of that... anyway, it's called *Contact Sam Cruise* and I can't get anywhere in it and it's one stonkingly brillish game.
Neil 'Mr Floyd' Lloyd
Neath, S Wales

Too lazy to look in your back issues of YS, eh? Check out Dr Berkmann's Clinic in May 1988. **Ed.**

CHEEKY!

I was a winner in your *Non Existant Compo*. Please could you send me *Robocop*.
Jasper Briggs
Beccles, Suffolk

Nice try! **Ed.**

KINDLY LEAVE THE STAGE

It's a long one this month, so take it away **Mike Martin** from **Newtown Abbey, County Antrim.**

A fisherman caught a 20lb salmon and was about to send it to meet its maker when the salmon spoke and said "Don't kill me!" The fisherman, not believing his ears, said to the salmon "Did you speak?" "Yes," said the salmon. "My name is Rusty and I'm pleased to meet you."

After swopping niceties, the fisherman asked Rusty where he had been. "Well, I've been all around the world and have seen many things. One thing in particular touched my heartstrings — it was the wreck of the Titanic. So much so, in fact, that I've just written a book of poems about it." "Oh yes?" the fisherman replied. "And what's this book called?"

The fish replied "*The Titanic Verses* by Salmon Rusty."

Not bad! Send your jokes to Kindly Leave the Stage, YS, 14 Rathbone Place, London, W1P 1DE. A YS badge goes to the writer of every joke printed!

OOH, YOU POOR DEAR



Madame Pico is on holiday at the moment, and so, in the interim period, *YS* proudly presents her grandson, Bud Pico, palmist and DIY whizz kid, in...

BUD PICO'S HOW TO DO IT

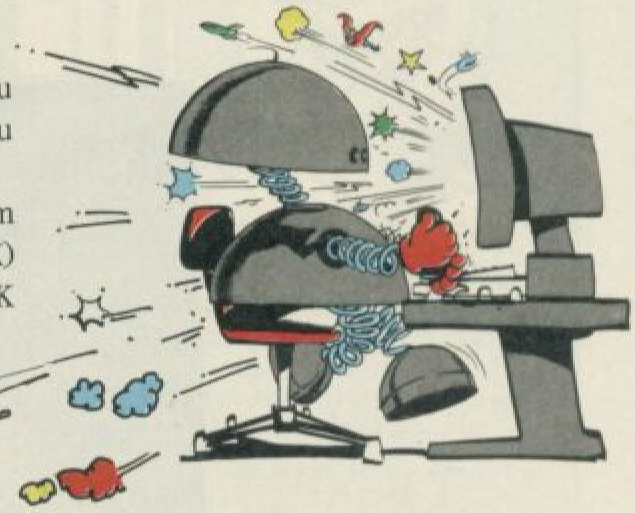
Dear How To Do It,
My husband and I have recently moved on to a very rough housing estate. We are naturally very concerned about security but cannot afford a burglar alarm system. Is there an alternative? Please tell us, How To Do It.
Mrs G Pomfrey
Glasgow

There is, in fact, a very cheap and efficient alternative to a full blown alarm system. Pop down to your local supermarket and invest in several packets of Rice Crispies. Before you go to bed at night, simply liberally spinkle the cereal below all ground floor windows and doors. You will be alerted to the presence of any intruder by a loud 'snap crackle and popping'!
Cheers
Bud

Dear Madame Pico,
Please help me, as I have been a victim of a practical joke. I was en route to visit a friend when I was offered a lift. Being a little tired, I must have dozed off in the car. I was awoken by the driver and told that I had reached my destination, whereupon I thanked him for his kindness and got out of the car. Imagine my surprise when I found myself in the middle of the lion enclosure at Longleat Safari Park! Since the Great White Hunter was nowhere to be seen, I quickly sought refuge in a clump of trees. How can I get out? Please help because there is a big lioness stalking nearby and I suspect she may have picked up my scent!
Very Worried
Longleat

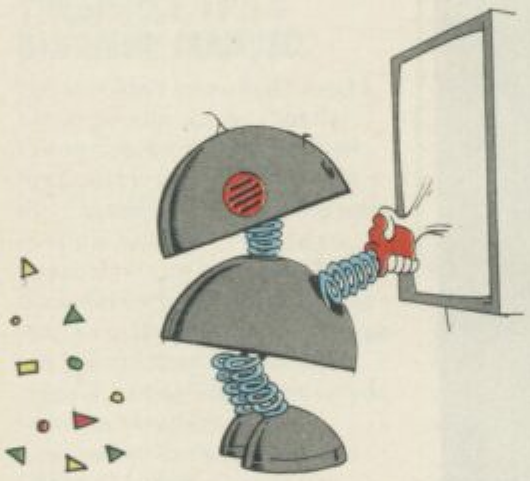
I'm sorry but my mum, Madame Pico, is on holiday at the moment. If there are any Do It Yourself queries that I can help you with though please don't hesitate to drop me a line at Bud Pico's How To Do It, YS 14 Rathbone Place, London W1P 1DE.
Cheers
Bud

SO WHY DO SPECCY OWNERS NEED THE SAM coupé?



You've been building up your Spectrum software collection for years. You want a computer with better sound, better graphics, more power - but you don't want to lose your software.

The Coupé is the computer for you. Four screen modes with a choice from 128 colours, a six-channel stereo sound chip, 256K RAM (expandable to 512K) - yet by actually slowing the Coupé down, we allow most of your 48K Spectrum software to run in the Coupé's level 1 mode.



Growth

You never stand still with a computer. You're always learning, always growing, always wanting to do more. With the Coupé, your computer can grow with you.

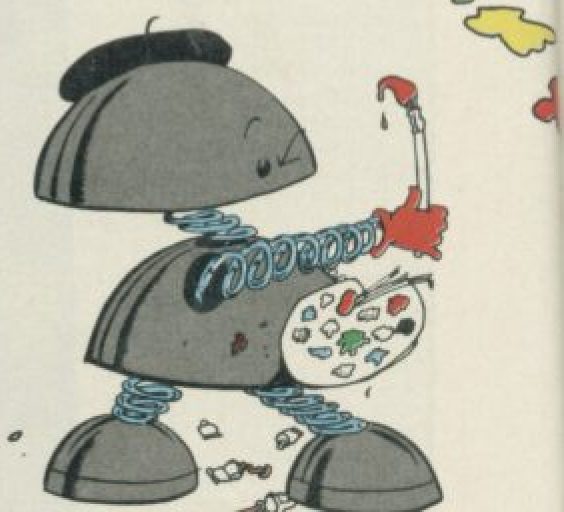
Memory can be expanded from 256K to 512K. One or two 1 MB disk drives can be added. There are output ports for almost everything we can think of, and an expansion connector for things that other people develop later. And all of it simply slots in - no screws, no soldering, no hardware expertise.

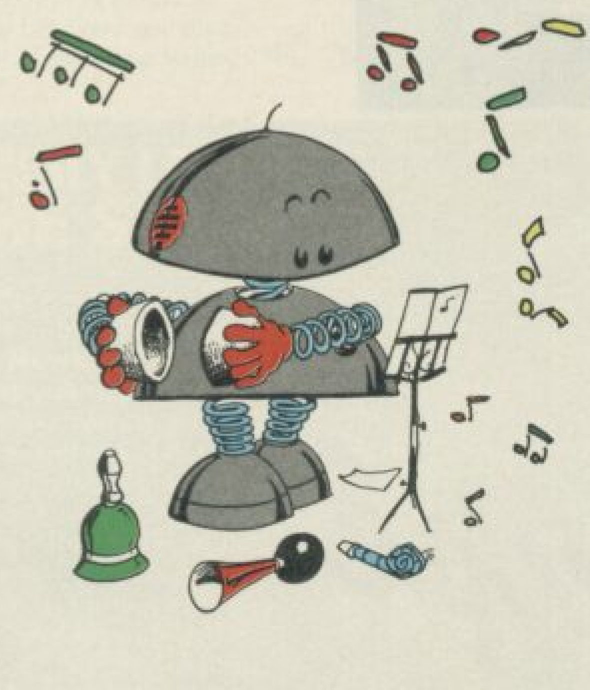
Graphics

See the full range of 128 colours on an ordinary TV set. Or better still, use a video monitor for really high definition. Best of all, use a modern TV with SCART to get the quality of a monitor on an ordinary TV set.

The Coupé has four graphics modes. Even at the lowest level - Spectrum emulation - you can change the colours in the the software to take full advantage of the palette. In modes 3 and 4, you can display up to 16 colours per line, a different colour for every pixel in a 256 x 192 pixel display; or have an 80-column 512 x 192 display for word processing and spreadsheets.

And free with the Coupé comes FLASH!, a software package by ace Swedish programmer, Bo Jangeborg, designed to give you total control over these powerful graphics.

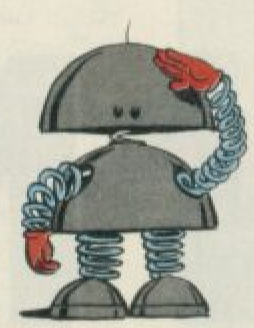




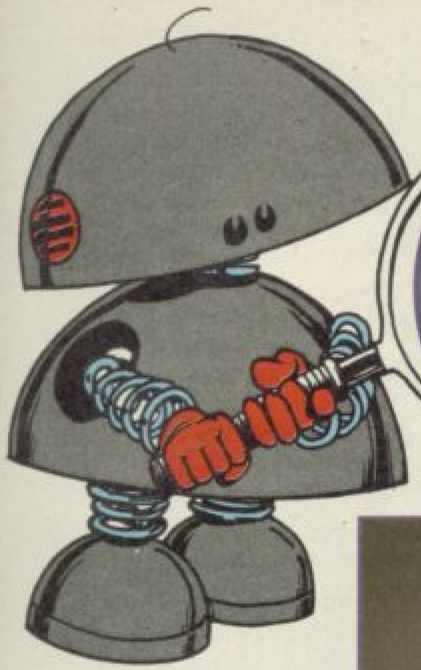
Music

There won't be a better buy for all you aspiring electronic musicians. The Coupé features a full implementation of MIDI - MIDI In, Out and Through - with 16 channel capability, and MGT is promoting a full range of MIDI support software. Better still, the Coupé features an 8 octave, 6 channel stereo sound chip. For sensational sound effects, just plug in your headphones.

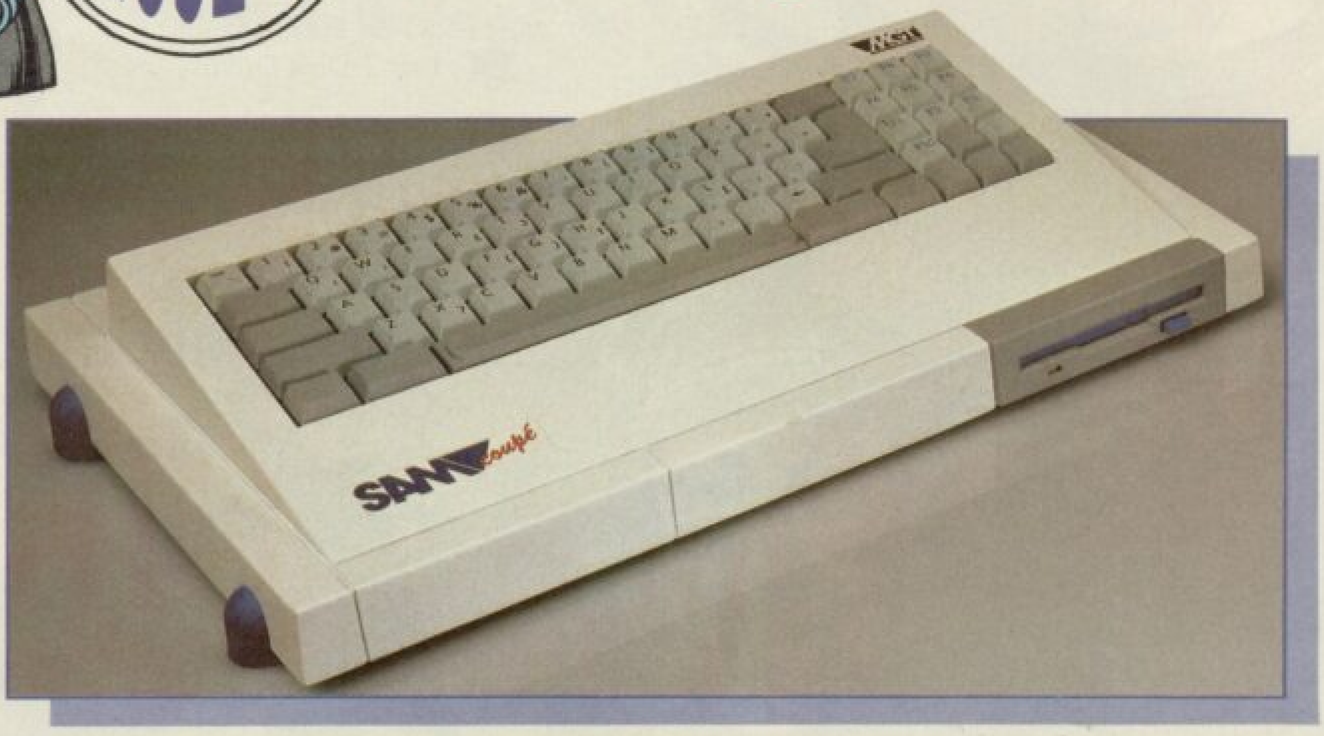
Play it again SAM!



SAM No, the computer's not called SAM, it's called the Coupé. This is SAM - he's the character who will guide you through the manual.



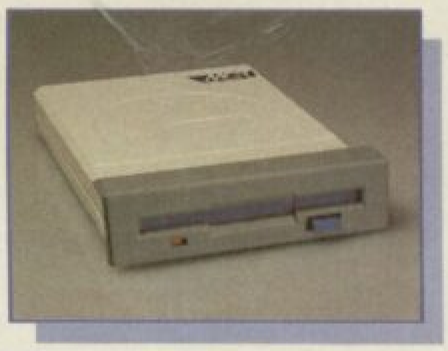
CLOSE UP coupé

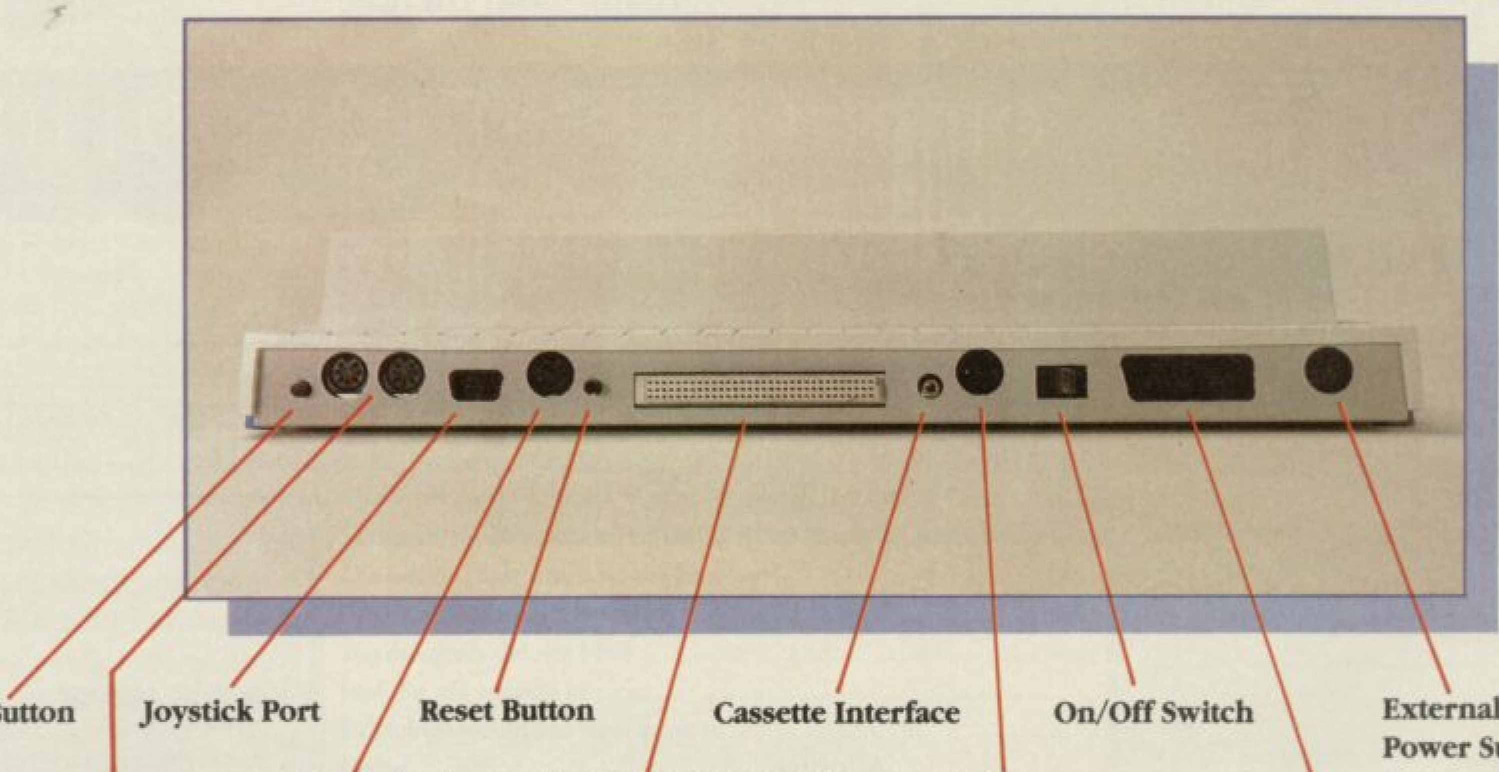


A 72 key full-sized, full travel **Keyboard**, designed with a professional feel. The keys are "soft", allowing you to re-program and re-position them if you wish. On the right, there are 10 function keys, which double as a numeric keypad.

The basic model of the Coupé comes ready to work with software loaded from a standard cassette recorder. But you can also add one or two 1 MB 3.5" **Disk Drives**. These are ultra-slimline drives from Citizen in a special case which allows you simply to slot them in when you're ready.

The Coupé's slot-in disk drive

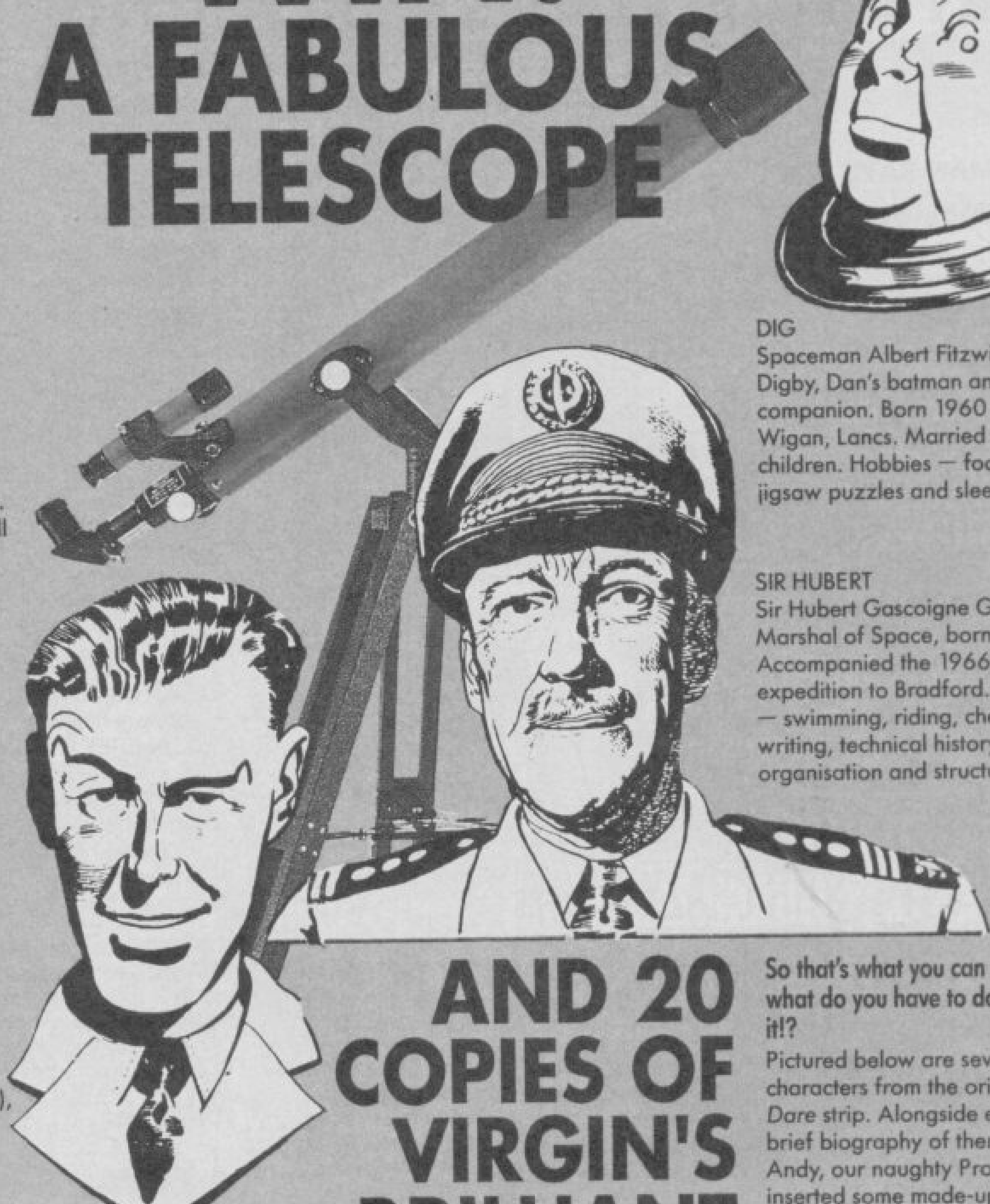




WIN! A FABULOUS TELESCOPE







PROF
Professor Jocelyn Peabody, expert on nutrition, agriculture and botany. Appointed to Fleet Exploration and Research Department as Special Advisor with honorary rank of Pilot/Captain. Born in Moreton, Glos. Hobbies — skiing, riding, netball and go-go dancing.

DIG
Spaceman Albert Fitzwilliam Digby, Dan's batman and faithful companion. Born 1960 in Wigan, Lancs. Married with 53 children. Hobbies — football, jigsaw puzzles and sleeping.

SIR HUBERT
Sir Hubert Gascoigne Guest, Marshal of Space, born 1943. Accompanied the 1966 expedition to Bradford. Hobbies — swimming, riding, chess, writing, technical history of fleet organisation and structure.

DAN
Colonel Dan Dare, OUN Interplanet Space Fleet. Born 1967 in Manchester, England. Hobbies — cricket, fencing, pressing wild flowers, riding, painting and model making.

AND 20 COPIES OF VIRGIN'S BRILLIANT DAN DARE III

Dan Dare III — a sequel and a half!

Dan Dare is back! He's been captured by that evil saturnine scamp (except he's from Venus), the Mekon, and taken to this giant space laboratory in orbit over Venus. And this is where you come in! In Virgin's *Dan Dare III*, you've got to find loads of fuel to help you escape, whilst taking out loads of mutated treens and several projections of the Mekon himself! You thrilled to *Dan Dare I*! You raved over *Dan Dare II*! Expect to be completely cosmically warped to Doolallydom by *Dan Dare III*, 'cos it's one of the most colourful games we've seen on the Speccy for aeons! Virgin Mastertronic is suitably chuffed with it too, 'cos we've been given loads of outer space prizes for the winners. Maaarvellous!

Righty-ho, here's what you can win!!

Ever fancied a trip to the stars like those of Dan Dare, Pilot Of The Future? No, nor have we!! It's far too dangerous. But if you can't get to the stars, why not bring the stars to you!? Win this compo and you'll be able to do just that(!), 'cos our first prize is only an out-of-this-world telescope! It stands a handsome four feet tall on its own wooden tripod and it's the business!! Check this out, all you closet Patrick Moores — it's got a 60mm refracting lens with a focal length of 700mm. It's got its own finder scope and a selection of eye-pieces offering up to 120X magnification! If you missed Halley's Comet then you won't want to miss this *Dan Dare Threebie*! Er... but if you do, and you're one of the 20 runners up, then you won't feel 'starstruck' 'cos you'll get a copy of *Dan Dare III* the game! You can't lose (or at least 20 of you can't!).

So that's what you can win! Now what do you have to do to win it!?

Pictured below are several of the characters from the original *Dan Dare* strip. Alongside each is a brief biography of them, but Andy, our naughty Prod Ed, has inserted some made-up bits. What we want you to do is simply jot down on the coupon which part of each character's description has been made up. If you think, for example, that Dan is not really interested in hairdressing, then write hairdressing next to 'Dan' on the coupon. Got that? Right, once you've got all the answers, fill in your name and address, bundle the whole lot up in a Helen Cowpers pullover (or on the back of a post card) and send it to *Holy Virgin, Mekon Mild, It's* Dan Dare III Compo, 14 Rathbone Place, London W1P 1DE. And let's have those entries in by 28th February 1990 folks!

Cor lumme, that was a treeny bit easy!
Dan most certainly wasn't into..........
Dig definitely did not have ....
Prof did not indulge in..........
Sir Hubert would not have gone to..........
Name..........
Address..........
....
....
.... Interplanetary Code ....

Rules
- Any member of the Dennis or Virgin Mastertronic crew trying to stow away on this compo will get a dashed good thrashing.
- All entries are to be received by February 28th 1990 or else they'll be fed to the Venusian swamp monster!
- Matt is the Sir Hubert of the YS fleet, so don't argue with his decision. It's final!

DON'T BE CAUGHT OUT!

GET A TRUSTY YS SUBSCRIPTION TODAY!!!!!!

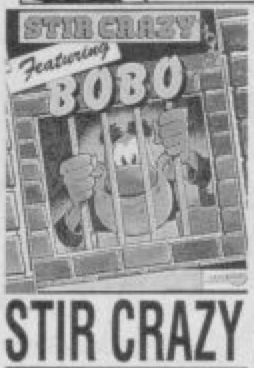
YS MAN SAYS "REMEMBER, KIDS, YOU GET A GAME COMPLETELY FREE WITH EVERY YS SUBSCRIPTION!"



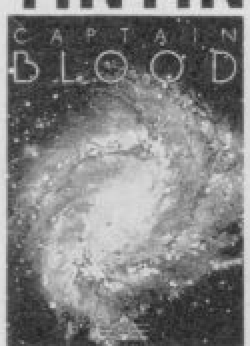
DON'T FORGET, FREE SMASH TAPES ONLY GO OVERSEAS ON THE COVERS OF SUBSCRIBERS' MAGS!!



TINTIN



STIR CRAZY



CAPTAIN BLOOD



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YOUR SINCLAIR SUBS

Gee! Don't let me fall pray to the evil Out O' Stock! In case *YS* Man isn't there to help me, please rush me my very own *YS* subscription! I can't wait to get my mitts on my free game and the next available issue, so I've ticked the appropriate box below!

☐ UK only — one year **£19.95**
☐ Europe and Eire — one year **£24.95**
☐ The Rest Of The World — one year **£29.95**

The FREE Infogrames game I'd like is:

☐ *Tintin On The Moon*
☐ *Stir Crazy (featuring Bobo)*
☐ *Purple Saturn Day*
☐ *Captain Blood*

Your free game will be sent separately from your first copy of *YS*. Because these games are all brand new, we are unable to say exactly when they will be dispatched. Please be patient — it'll get there!

I enclose a cheque/postal order for £.......... made payable to Dennis Publishing Limited.

Please charge my Access/Visa/American Express/Diners Club card number

....

(Delete as applicable.)

PLEASE USE BLOCK LETTERS

Name ....

Address ....

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.... Postcode ....

Signature ....

Send the completed form to *Your Sinclair* Subs, FREEPOST*, Mitcham, Surrey CR4 9AR. If cutting rectangular holes in your copy of *YS* isn't your 'thang', then a photocopy of the coupon will do.

*Freepost is only available to those posting their forms in the UK.

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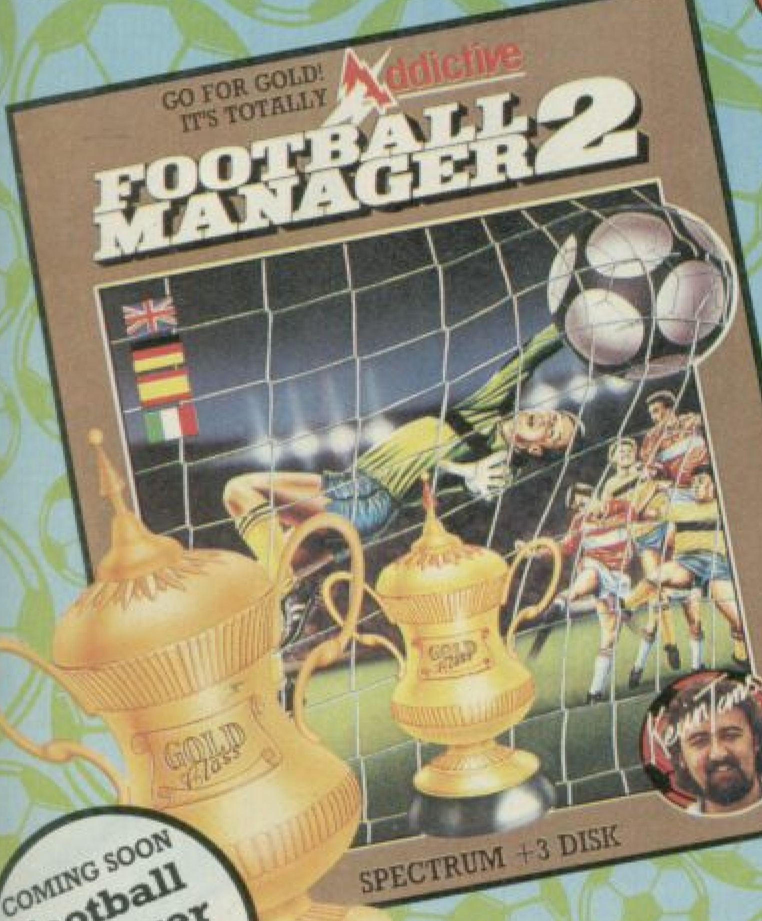


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What the press said ...

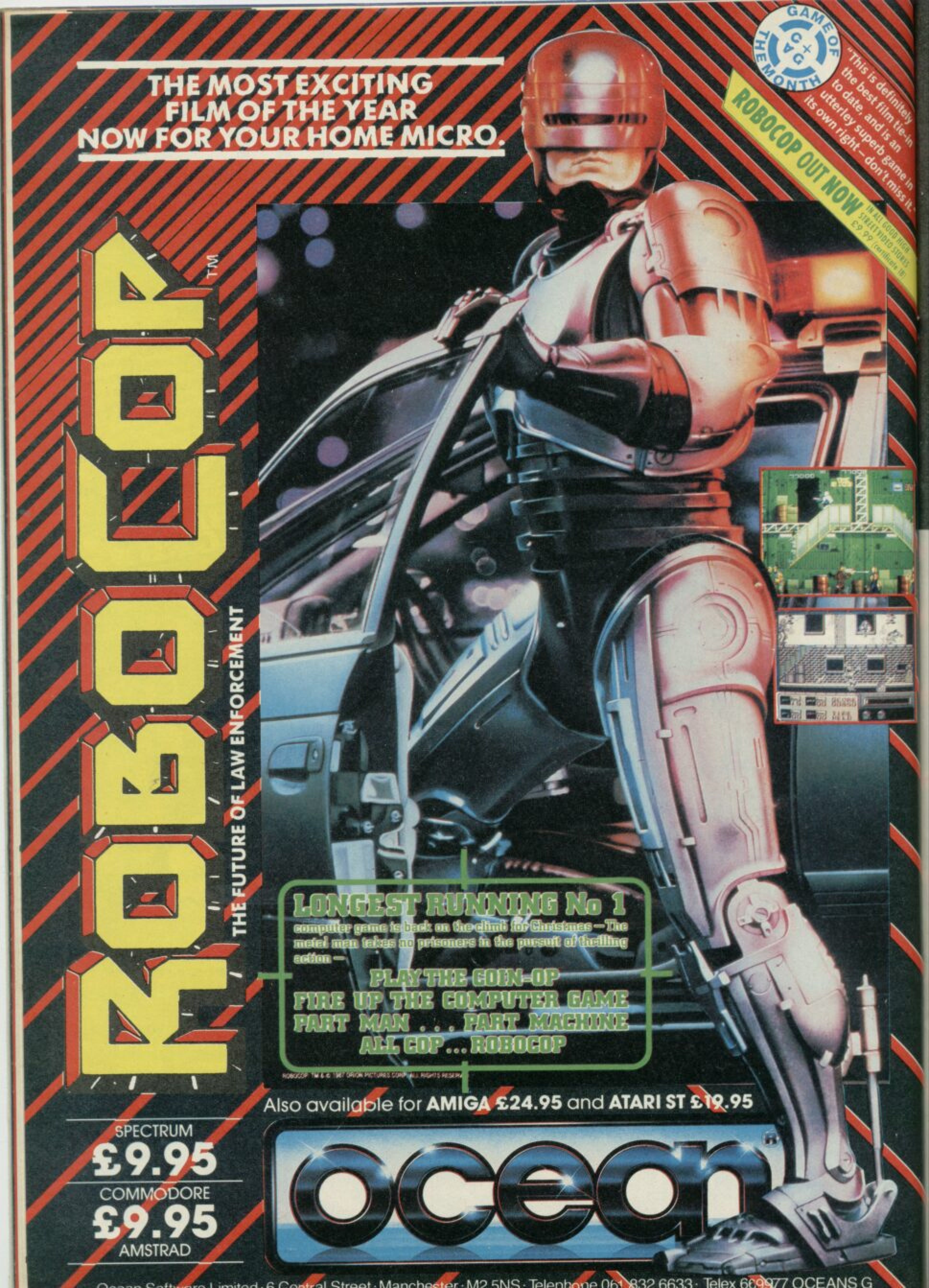
"Addictiveness ... Do I have to give it back?" AMSTRAD CPC COMPUTING.
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HINTS 'N' TIPS

YS TIPSHOP



This is BBC1. And now on One it's everybody's favourite soap opera, Tipshop! Starring* Phil Snout, Matt Bielby, Teresa Maughan *and, of course, all your hints and tips.

Dah dah, dah dah, dah dah dah dah dah dah... (Wide camera angle, the Snout family home in Snoutfork, a rich suburb in America. Enter Phil Snout, head of the Snout family business. The Snouts are rich, not in oil, but in tips...)

Well, Ah don't know. What am Ah goin' to do about the Tip Shortage? The McCandless-Bielby consortium has signed a deal with the biggest magazines in the world to supply all the tips they need. Ah have ma own pipeline right into Rathbone Towers, but it doesn't seem like it's gonna be enough! What am Ah goin' to do? (KNOCK KNOCK KNOCK!) Who's there? "It's me, Mary-Lou Maughan, gleamy toothed publishette of yon *YS* magazine, y'hear?" Why, Mary-Lou, what can Ah do for you? "Ah hear you've had a tips shortage, and Ah din't want you to go bankrupt... so here you are, honey-bunch. Ah've arranged for the tips to come to you. And so Ah muss leave you. Take care, y'hear?" Bye, Mary-Lou... now you've found your way, don't you be strangers!

Hah! Ah can't wait to see the look on Jake McCandless' face when he sees me gettin' a private supply of tips... Hey, who's this coming down ma path?

The Munsters

Hey! Who are you, boy? "Why, Ah'm your long lost cousin, **Billy-Jo Stephenson**, and Ah've got a tip for you..." Ya have? Well shoot, pardner.

Okay, Ah reckon Ah will. The solution to the first two levels of *The Munsters* game is as follows. From the start, go far right and stop at the top of the stairs. Keep shooting the ghosts until the spell bottle fills up, then descend to the stairs and collect the object to the left. Shoot the ghoul to the right, then walk right to collect the cross. Go left, up the stairs, then walk left until another flight of stairs is reached and walk down. Go left, shoot three ghouls and collect the object. Keep walking right, collecting another object and then head left and back up the stairs. Go far right and down the other stairs. Head left, shoot the ghoul and go down more stairs. Quickly shoot the three ghouls, collect the object on the left and then go right to meet Herman and Grandpa. Collect the object, go up the stairs and wait for the vampire in the middle of the room. When he arrives, blast him and then go right to the end of the graveyard and collect the object. Walk left killing the zombies, then return to Herman and Grandpa, who are now under your control. Go right across three screens without stopping and then wait at the edge of the fourth. When the hands appear from the second, fourth and fifth boxes walk right and underneath the fourth box. When the hands appear from the first and fifth boxes, head right and then climb the stairs. Grandpa now transforms into a bat and flies off. With Herman in tow, go upstairs, shoot the ghoul guarding the right door and go right. (Don't worry about the ghoul — he doesn't attack unless attacked.) Go right, collect the object, then meet Eddie in the next room, where the next stage of the game starts.

Well, thankin' you, cuz. Now why don't you just sit on down there while Ah fetch you a drink. "That's mighty neighbourly of you, cuz." Think nothing of it. (DRING!) Now who's that at the door?

MIG-29

Hullo? "Howdy, surn..." Why, daddy... if it isn't ma long lost daddy, **David Cockram.** What brings you to these parts after all these years? "Well, surn, there comes a time in every man's life when he's just got to go back to where he belongs and share a tip with his surn." Sniff. Stoppit, daddy. You're makin' me cry. Give me the tip before Ah make a fool outa maself.

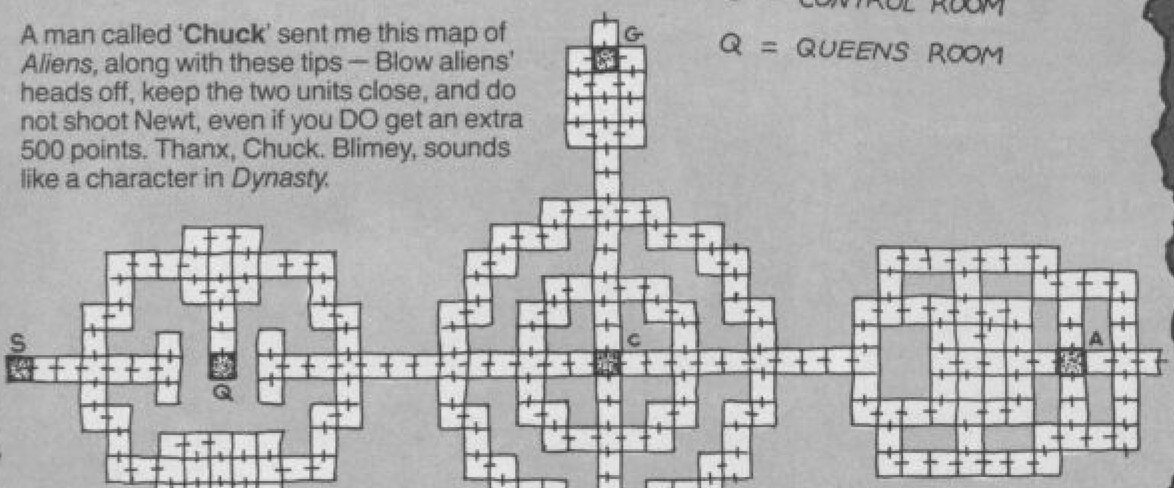
Okay, surn, it was like this. When shootin' you only need a quick stab of the fire button. Collect all supply parachutes whether you need them or not. Try to stay around the middle of the screen when doing nothing.

- **BOMBER PLANES** **Position yourself just below them and blow their guts off.**
- **CHOPPERS** **As soon as they come on the screen get low, select heat seeker missile ‹press space bar twice› and blast!**
- **TANK SHOTS** **These are funny round things shot up by tanks. Dodge 'em, but, if there's a lot, get them with the second round of ammo. The final**

Aliens

G = GENERATORS
A = ARMOURY
M = MEDICAL BAY
C = CONTROL ROOM
Q = QUEENS ROOM

A man called '**Chuck**' sent me this map of *Aliens*, along with these tips — Blow aliens' heads off, keep the two units close, and do not shoot Newt, even if you DO get an extra 500 points. Thanx, Chuck. Blimey, sounds like a character in *Dynasty*.





Got a problem? See a specialist!

All right all right all right! I know I said I'd be doing a *Magic Knight* special, but then the months sorta slipped past, and — well, I forgot, basically. Even a doctor can forget sometimes (is it a six iron or a five iron at this hole, George?). But remember, you get the best because you're paying for the best. What? Didn't you know you were paying? Private practice here, suckers. Nurse, get this riff-raff out of my consulting room!

SPELLBOUND

Right, here are your questions, with answers courtesy of the Clinic's team of white-coated scientists working round the clock in our underground games-labs (all right, **Jason Yip**, then).

C Mathias asks how to cast Candelium Illuminatus. You need the candle, the four-leaf clover and the shield, C (do you mind if I call you C?). C also wants to know what Florin wants. Try giving him the bottle of liquid, the glue or the broken talisman. **William Charsley** can't find the most magic room. Found the secret tunnel, William? Keep on going right. Quite a few people (well, **Darren Neasham** and **Alan 'Typewriter' Munro**) can't find the power pong plant. Tried the basement yet, boys? **Matthew Fearn** asks "Do you need the hammer?" Yes, you do, Matthew. (HAR HAR HAR!) **Ian Laird** wonders what to do with the javelin. "I have given it to Samsun the Strong, but he will not help." Nip down to the ground floor and stop before the Pit. Then summon Samsun and command him to help. Voilà! C Mathias (wot, again?) has another query — how do you cast Project Physical Body? You need the crystal ball and the magic talisman (repaired). And virtually everyone has asked, "How do you summon people?" Get the wand of command and try it!

Next month, *Knight Tyme*. (*Promises, promises. Ed*) And thanks a trillion, Jason!

FOOTBALL DIRECTOR II

Well, where would a Clinic be without a snip and a tip from *FDs I* and *II*? Tony Hannant, if you remember, had a problem — his attendances stuck at 18,729 however far he got into the game — even into Wembley Stadium itself (heavenly choir). Was this a bug? Or had he missed something important? **Robert Adams** knows the answer. "Certainly do. It's not a bug. Go to the additional menu and pay for ground improvements — only don't wait until you reach Division One as it's a lot cheaper in the lower divisions. It's especially important in Division Two if you have a good cup run. The way Tony handles money he should be able to afford it easily!" Thanks, Robert. And keep on sending in those *FD* tips.

HAYLP!

Another bumper helping of snagsters this month, all of 'em waiting on tenterhooks

◀ **message reads WELL DONE! YOU HAVE WON THE WAR. NOW DO IT AGAIN.**

Well, daddy, Ah don't know what to say! You came back and gave this tip, just because you lurve me... (sniff). "Well, actually Ah don't lurve you. Mary-Lou told me to drop by on my way down to the bettin' shop." You know how to hurt a guy, pappy. By the way, ma long lost cousin came by.... (DRING!) It's that darn bell again! What is this, Gran'Central Station?

Altered Beast

Who's there? "Hiya, surn. Don't you know me? It's **DS**." DS who?! "Just DS! Ah'm your daddy..." Er, wait a cotton-pickin' minute there... you ain't ma daddy. *He* is! (Points to empty chair.) Huh? He's gone! "That's coz he's a darn imposter. Ah'm your real daddy." Daddy! "Surn!" Have you got a tip? "Ah sure have." In that case sit down there while I fix you a nice drink.

Okay, surn, it's like this... In *Altered Beast* if you're havin' problems playing with a Kempston joystick, select Define. Then push Down for down, Right for right an' all the rest, then when you start the game hold down every key you can, apart from Space. The border will go white and then red. Press Play and you can load the next level. You can keep doing this 'til the last level.

On the general tips front, there's a table of moves below.

So ya see, surn, Ah had to come back to you, no matter what the cost.

Ah understand, daddy, now let me get you a drink... have you met our long lost cousin? (DRING!) Well, darn it, if that ain't the doorbell again...

LEVEL ONE

ENEMY	*MAN*	*WEREWOLF*
• Zombies	Kick	Fireballs
• Blue Devils	Kick (but watch out for its right hook)	Fireballs
• White Wolf	Kick or punch	Fireballs
• Blue Wolf	Kick or punch	Fireballs
• Huge Devil	No chance!	Leap up and down firing fireballs for about three batches of heads and then go in for the kill. Fire kicks on the base of the creature.

LEVEL TWO

ENEMY	*MAN*	*DRAGON*
• Squiggly punch	Kick or punch	Shield or thunderbolt
• Serpents	Kick the tail or dodge it	Shield or thunderbolt
• Blue Wolf	Kick or punch	Shield or thunderbolt
• White Wolf	Kick or punch	Shield or thunderbolt
• Oyster Eye Monster	No chance!	Fly towards the mass of eyeballs and keep the shield on.

LEVEL THREE

ENEMY	*MAN*	*BEAR*
• Waspman	Kick	Bubbles
• Beak Thing	Kick	Bubbles
• Blue Wolf	Kick or punch	Bubbles
• White Wolf	Kick or punch	Bubbles
• Mega Serpent	No chance!	When the bubbles come towards you, leap up and use your shield and bubbles

LEVEL FOUR

ENEMY	*MAN*	*WOLF*
• Zombies	Kick (watch out for their right hook)	Bubbles
• Blue Devils	Kick (watch out for their right hook)	Bubbles
• Blue Wolf	Kick or punch	Bubbles
• White Wolf	Kick or punch	Bubbles
• Floating Monster	No chance!	Follow steps

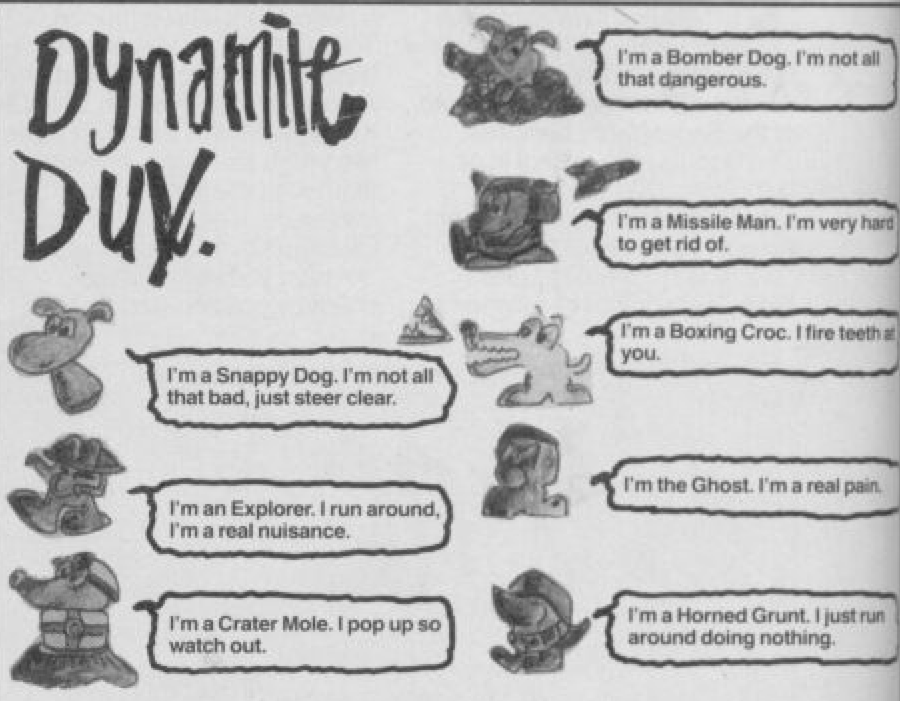
(Steps are as follows: Step One. When the first batch of sparks comes in your direction leap up and forward over it. The thing will now go up. Step Two. Fire a load of bubbles at it then run away. The thing now comes down. Back to Step One until dead.)

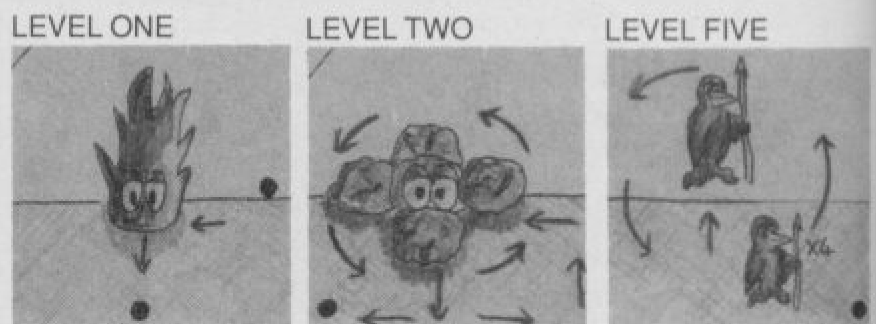
LEVEL FIVE

ENEMY	*MAN*	*(SORRY, I DIDN'T TRANSFORM!)*
• Punching Rams	Kick	
• Punching Rhinos	Kick	
• Rolling Fish	Kick	
• White Wolf	Kick or punch	
• Blue Wolf	Kick or punch	

Hallo, who's there? "Hello, I'm sorry to bother you. The name's **Lee Cropper**. My car broke down on the road and I... say, aren't you Phil Snout, the world famous Tip Baron?" Why, yes Ah am. Why d'ya ask, honeybun? "Why, good grief... I'm your long lost son from England!" Surn! "Dad!" (Turns to own rediscovered pappy.) Pappy, looky here, it's ma long lost surn... "Howdy, grandsurn." "Hello there, long lost Grandfather." It brings a tear to ma eye to see you two standing there. Now it pains me to ask you, surn, but have you got any tips on you, else I'll have to turn you out. "I've just got one for *Dynamite Dux*... dad!" (Trembly lip.) Well tell us. surn.

It's hard to tell, dad. So I'll draw you some pictures!

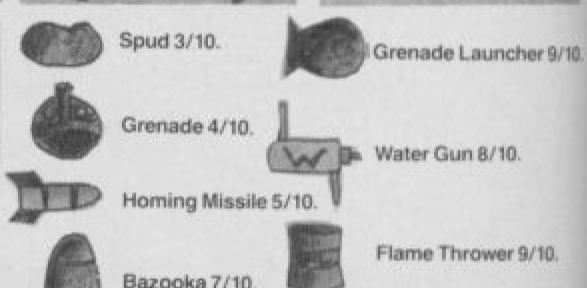




→ Movement path

· Where you should stand and fire.

REMEMBER that the water gun is only for the Fire Monster!



for YOU to write in and help them. So what are you just standing there for? Get on with it!

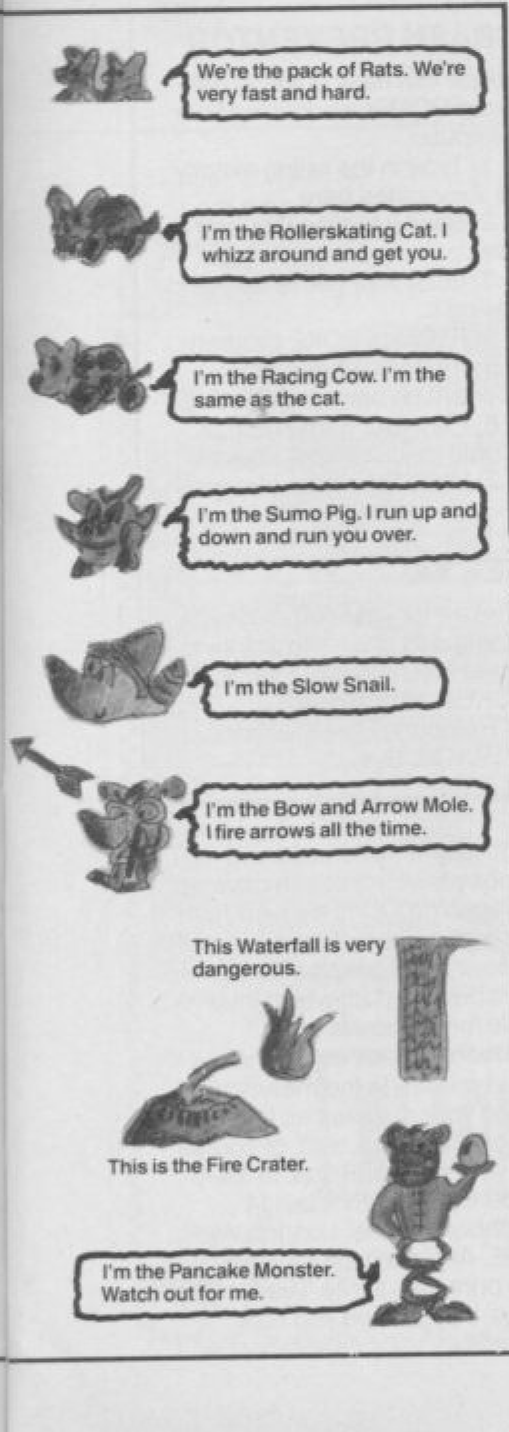
Anthony Ruddy: "On Level Two of *Indiana Jones And The Last Crusade*, when I climb the second ladder I keep trying to get on the three platforms on the left. Every time I attempt to jump on them I keep falling, or jumping but not high enough. Can you help?"

David 'Stuck' Tuck: "How do you get past the funhouse and the bouncy castle in *Roller Coaster*?"

Oliver Fletcher-Jones: "I've got to Sagat in *Streetfighter* and I wondered if you had a way of getting past him because it's irritating." (Seems reasonable.)

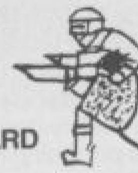
And if you can help on that or any of the other gamesnags (or you've got a knotty one of your own to untangle), write now to Dr B's Clinic, *Your Sinclair*, 14 Rathbone Place, London W1P 1DE. Anyone mentioned wins a badge!

TIP O' THE MONTH



Strider

SLAM! The door crashes open and a tall stranger enters. "Ah'm FBI Agent **Paul Thurland**. This man here is an imposter. He ain't your long lost son, he's a ruthless murderer, Mr South! (GASP!)... Gentlemen, may I introduce... (whips off latex mask from 'son' on floor) Bobby Bielby himself! (Dan dan dan daaaaaan!) But it's okay, Mr Snout, the Government knows and supports your Tips activities, and to prove it here's one from Agents **Noel Byrne**, **Edward Fletcher**, **John MacCarthy**, **Robin Potter** and, of course, (cough) myself.



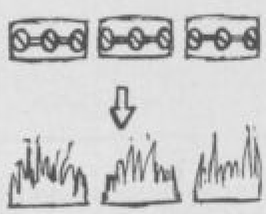
COMMON GUARD
All levels
Rating: No problem
One slash and he's done for. Watch out for his bullets though, 'cos you can't duck them.



FLYING GUARD
Levels One, Two, Three, Four & Five
Rating: No problem
A bit harder. Jump up and fire. Time your jump so that when you jump he's to your right.



STRONG MAN
Level One
Rating: Not so easy
Stay out of his gun's way. Use either a drone bubble or some long shots with your sword. Once he is dead, move right quickly or the Ceiling Of Flame will get you.



CEILING OF FLAME
Level One
Rating: Easy
After destroying the Strong Man, this thing will turn to flame and fall on you if you don't move out of the way.



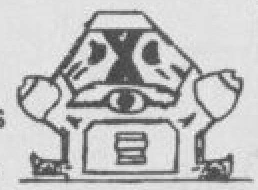
AMAZON WARRIOR WOMEN
Level Three
Rating: Not so easy
These women throw deadly boomerangs. But all weapons destroy them.



POLITBUREAU SNAKE
Level One
Rating: Hard
Stand as far up the slope to the right as possible. Let the snake's head pass you. Walk along just behind its head, standing on its tail. Blast it whilst walking along behind it. You MUST start blasting when it is passing you.



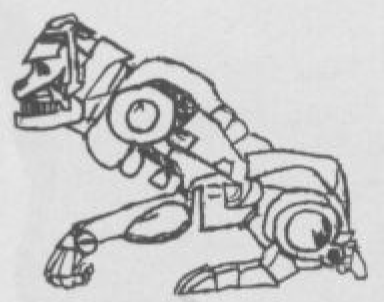
GUN EMPLACEMENTS
Levels One & Two
Rating: Not so easy
These are placed on slopes, usually in large numbers. They usually open fire on you all at once. Either jump 'em, use a drone or use a bubble. Using your sword on them always loses you some energy.



LASER PODS
Level One
Rating: Easy
Kneel next to it. Get as close as possible. Do not stand up. Open fire and don't stop 'til it disappears. If you are close enough the lasers will miss you.



ROBOT DOG
Level Two
Rating: No problem
Just like the guards, only it doesn't shoot at you.



ROBOT GORILLA
Levels Two & Five
Rating: Easy (Level Two)
Very Hard (Level Five)
On the one on Level Two just stay out of his reach and blast away. The one on Level Five is harder, so crouch down and stay still. Blast continually. You must have energy to spare to beat this mean ape.



BALLET DANCERS
Level Two
Rating: No problem
Blast 'em, bubble 'em, hit 'em with a drone... even touch 'em and they disappear!



TRICERATOPS BONES
Level Three
Rating: Hard
Either use the same tactics as for the snake, or hit and run tactics. Again, have energy to spare.



FLOATING GUNS
Level Five
Rating: Not so easy
Fire at you constantly. Duck down, then stand and get them between bullets.



SATELLITE
Levels Four & Five
Rating: Easy
Don't touch it, as this results in damage to your person. Jump up at it and fire. Repeat this until it vanishes.



SICKLE MAN
Level Four
Rating: Not so easy
Stay a fair distance away from him or his sickle will kill you. Blast at him from a fair distance away, too!



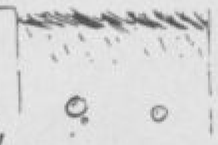
WEAPON CANNISTER
Crouch down and blast them, and they reveal a goodie. Like so — Gives you a drone which circles you and fires bubbles. Gives you a short period of invulnerability.



PIRANHA FISH
Level Three
Rating: Easy
No real problems here. You can destroy them or avoid them.



PARACHUTE BOMBS
Level Two
Rating: Easy
Avoid, or destroy using bubble, drone or sword.



WATER
Level Three
Rating: Easy
Deadly to touch (you lose a life), but easy to avoid.

TO CHEAT

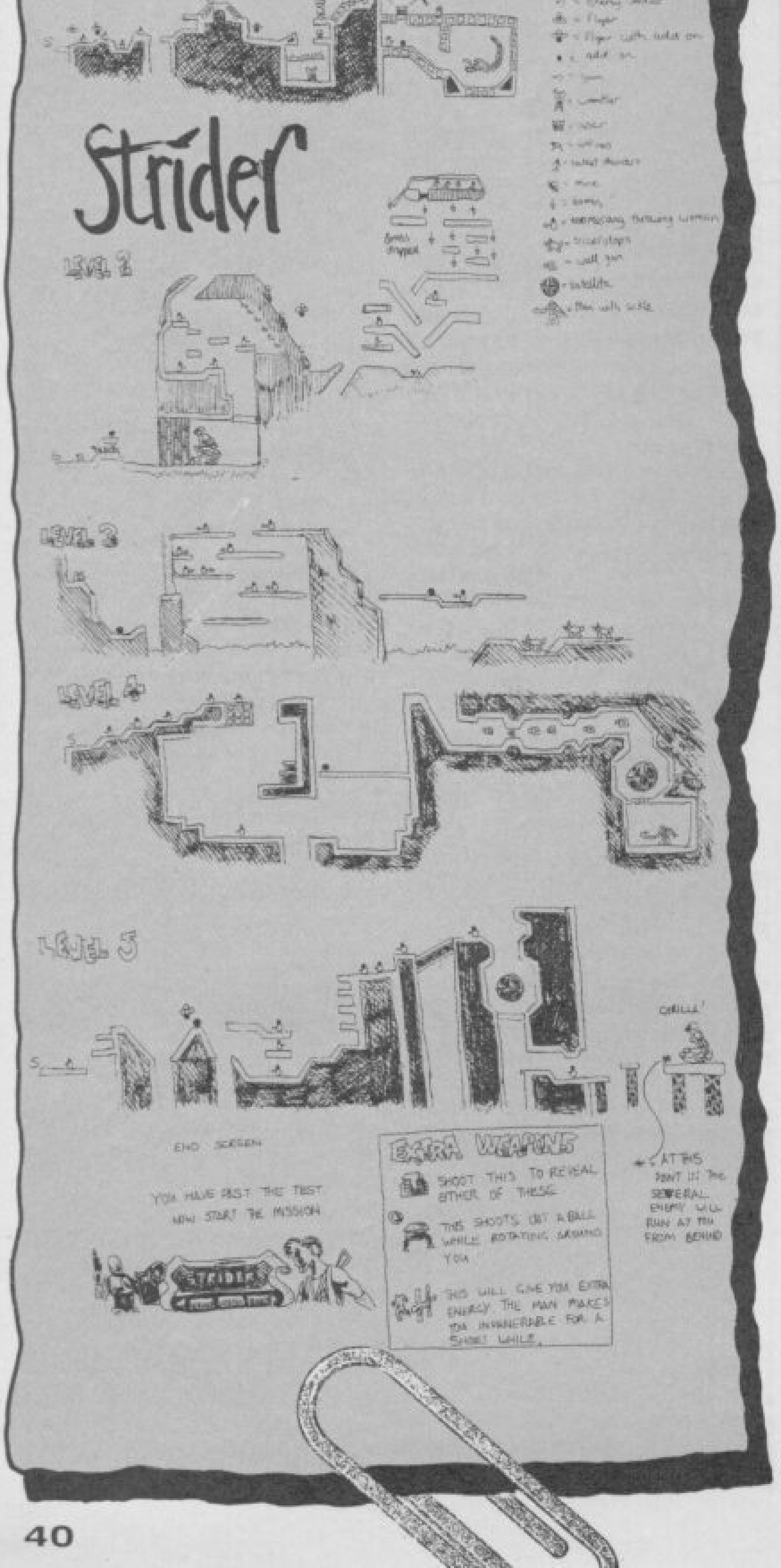
In the options window hold down Z0. Then tap S for start. Pause Level One and press CAPS SHIFT 1 and you'll be moved into the level a bit. When it says 'level cleared', hold down Z1. If you pause the next level and press CAPS and 1 you'll be moved along a bit again.

So, on any screen press Z and the number of the level. On Level One press Z5. And once the cheat is activated you can press CAPS and 1 to move you along in any level.

"So that's the full story, Mr Snout. Bobby was jealous, but now he's in custody." (Bobby leaps up and grabs the Fed's gun.) "You'll never take me alive, copper!" (He fires but kills Snout's pop accidentally. The Fed jumps on top of him.) Oh no, daddy... Ah lost you, found you, and now Ah've lost you again... (phoney sob).

And so to ...Dead

Right, Ah've had enough! Get out of ma house, the lot of ya! (Shuffle, mutter.) Stop that muttering. Git out! (SLAM!) Hehehe... So that's it. Ah'm the King Of The Tips... that Jake Macca will have to work pretty hard to get any tips through now.



PRACTICAL POKES

And here he is! The man with absolutely no plan whatsoever — *David McCandless*!

This column is becoming more and more succinct every month. Speccy hacking seems to be a dying art — all the brains are shifting across to the bigger, brighter machines, no new talent is popping up in the Speccy world. But frankly, who cares when the mysterious **Axxman** keeps pounding me with POKEs. Who is he? I don't know. His letters are postmarked Leicester, and I think we can deduce from that that this guy lives somewhere in the murky depths of... Leicestershire (spook).

SILKWORM

Love this game. Great arcade action, supreme addictiveness, gorgeous graphics (guess which writer's on Virgin's mailing list). Use the POKE as per normal, having run the Speedlock 6 MultiPOKE already published.

```
BOTH PLAYERS IMMORTAL

705 REM SILKWORM BY AXXMAN
710 DATA 125,237,100,17,221,237,
     25,81,254,175,50,155,142
720 DATA 50,209,142,195,168,97,4554667
```

CRAZY CARS II

Here's a rather clever little listing for Titus' speedy little race-'em-up, *Crazy Cars II*. Follow the road signs (and Crash Preventor) for infinite fuel.

```
5 REM CC2 BY AXXMAN
10 FOR F=23296 TO 23332
20 READ A: POKE F,A: NEXT F
30 POKE 23326,117 for infinite time
40 POKE 23329,118 for infinite bonus
50 RANDOMIZE USR 23296
60 DATA 49,255,127,221,33
70 DATA 0,254,17,0,2
80 DATA 62,255,55,205,86
90 DATA 5,48,241,33,41
100 DATA 97,34,166,254,195
110 DATA 0,254,175,50,167
120 DATA 0,50,94,0,195,0,94
```

LICENCE TO KILL (48K)

I quite liked this film and was not too disappointed with the game. This POKE'll give you infinite everythings on every level. But, while playing, bear in mind that one in the bush is worth two in the hand. Exactly. (*I'll bear it in mind. Ed*)

```
5 REM LTKA8K BY AXXMAN
10 FOR F=23296 TO 23345
20 READ A: POKE F,A: NEXT F
30 RANDOMIZE USR 23296
40 DATA 49,255,127,221,33
50 DATA 0,254,17,0,2
60 DATA 62,255,55,205,86
70 DATA 5,48,241,33,25
80 DATA 81,34,176,254,195
90 DATA 0,254,175,50,56
100 DATA 106,50,47,167,50
110 DATA 252,187,50,41,229
120 DATA 50,152,229,50,250
430 DATA 215,195,0,93
```

CRASH PREVENTOR

Follow this easy guide to get these POKEs working on your computer.

1) Type in the listing exactly as it is printed here
2) Save it to tape (for later use).
3) Grab your game tape and rewind it.
4) RUN the POKE program.
5) If an error message appears go back and check it.
6) Play your game tape (it should load in as per normal).
7) Violà! Infinite whatevers.

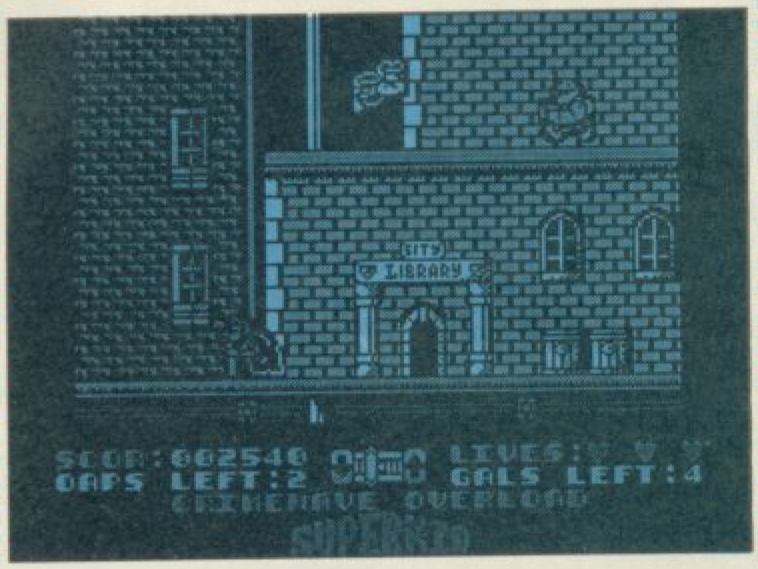
SEE YA!

That's it for yet another month. Stay tuned and send anything to David McCandless, Practical POKEs, *Your Sinclair*, 14 Rathbone Place, London W1P 1DE. Bye.

Ha ha ha. Nothing can stop me no more! (Shot of door creaking open, and the barrel of a gun protruding around the edge. We look along the barrel and see Phil Snout puffing on a cigar in his favourite big chair. Before we can warn him the gun goes off...) (BANG!) Ah... Ah've been shot... but who could have...??? (He looks towards the door.) YOU?!? (Flop.) (Voice-over.) Who Shot Phil Snout? Was it Jake McCandless, whose lust for power is matched only by his ruthlessly cut trousers? Was it Mary-Lou Maughan, bijou publishette, who so lurved Bobby Bielby that she gave up everything just to be near him? Or was it Bobby Bielby himself, whose cruel passion for tips led him down a path which involved little furry animals and rubberised clothing? Find out next month. In the meantime send your guesses as to Who Shot Phil Snout, and, of course, all your hints and tips, to *YS* Tipshop, *Your Sinclair,* 14 Rathbone Place, London W1P 1DE. And don't forget, every one we print gets a free 'I've Got Big Tips' badge. See you next month.

beat 'em up

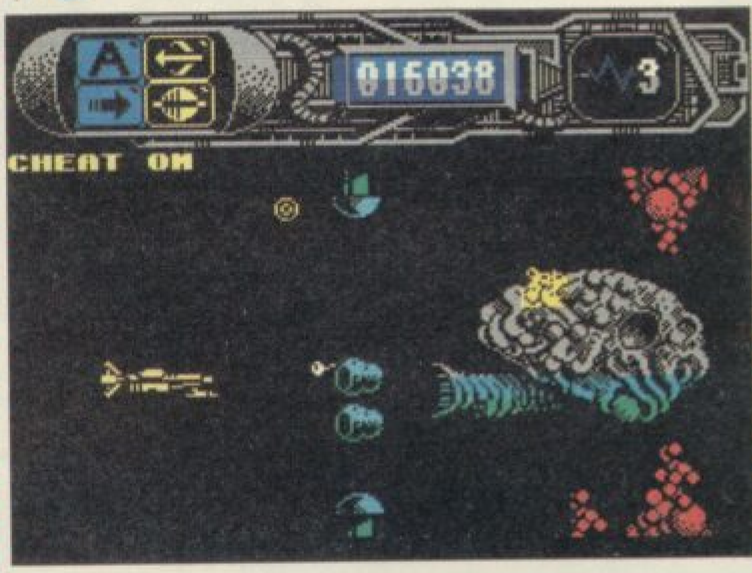
NOURISHING TIPS



SUPERKID

shoot 'em up

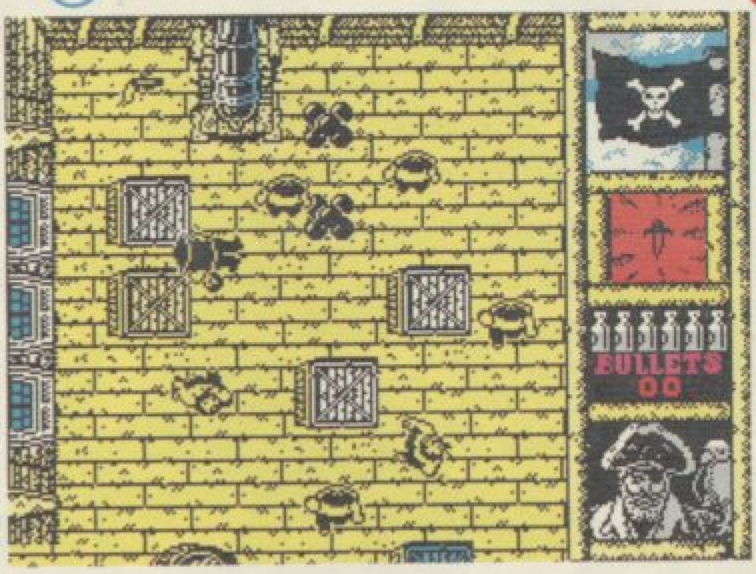
NOURISHING TIPS



DOMINATOR

arcade adventure

NOURISHING TIPS



BLACKBEARD

card simulation

NOURISHING TIPS



SAM FOX STRIP POKER

Dominator
by **Steven Mooche**
Just a quicky for my fave game *Dominator*. On the Speccy if you press CLS, CAPS SHIFT, CAPS LOCK, EDIT, and SYMBOL SHIFT all at once you will get infinite lives when you play. Brillo skillo.



Superkid
by **Will Newman**
To kill walking thugs, fly over or under them, and when you're near their feet/heads, go diagonally to make sure you hit them. Thugs with jetpacks are harder. Don't try and outrun these suckers, because they can fly just as fast as you can. Same as before, hit their feet, backs or heads. These hardly ever open fire, so you can fly headlong into these. OAPs have to be escorted back to the home. Just fly around them using your body as a shield. You can rest on the clouds on Level 1. If an OAP doesn't come out of the library/casino for a while, fly off the screen and come back on. Try to stop the thugs shooting each other, as this affects your crimewave overload.



Sam Fox Strip Poker
by **The Mad Sprog**
At the start, look at the hand and if you have threes, keep 'em and proceed to four. If you have twos under ten then call and throw them and keep on a middlish card, like eight.

When they're offering their teddies, drop unless you have a good hand, like Aces. You only lose five dollars so it's better to play safe.

If you get dealt with sevens and Js in pairs for goodness sake DROP! She always has eights and Ks.

At the end Sam drops a lot, so always stay or call first — it makes her think that your hand is better than hers. Then out come her (CENSORED). I bet you won't print that. (*Right you are. Ed*)



Blackbeard
by **Lee Piper**
I have completed the mega cool game *Blackbeard*. Here are some tips.

Empty the treasure chests before moving down a level.

If you get drunk move into the direction of a wall and get under cover.

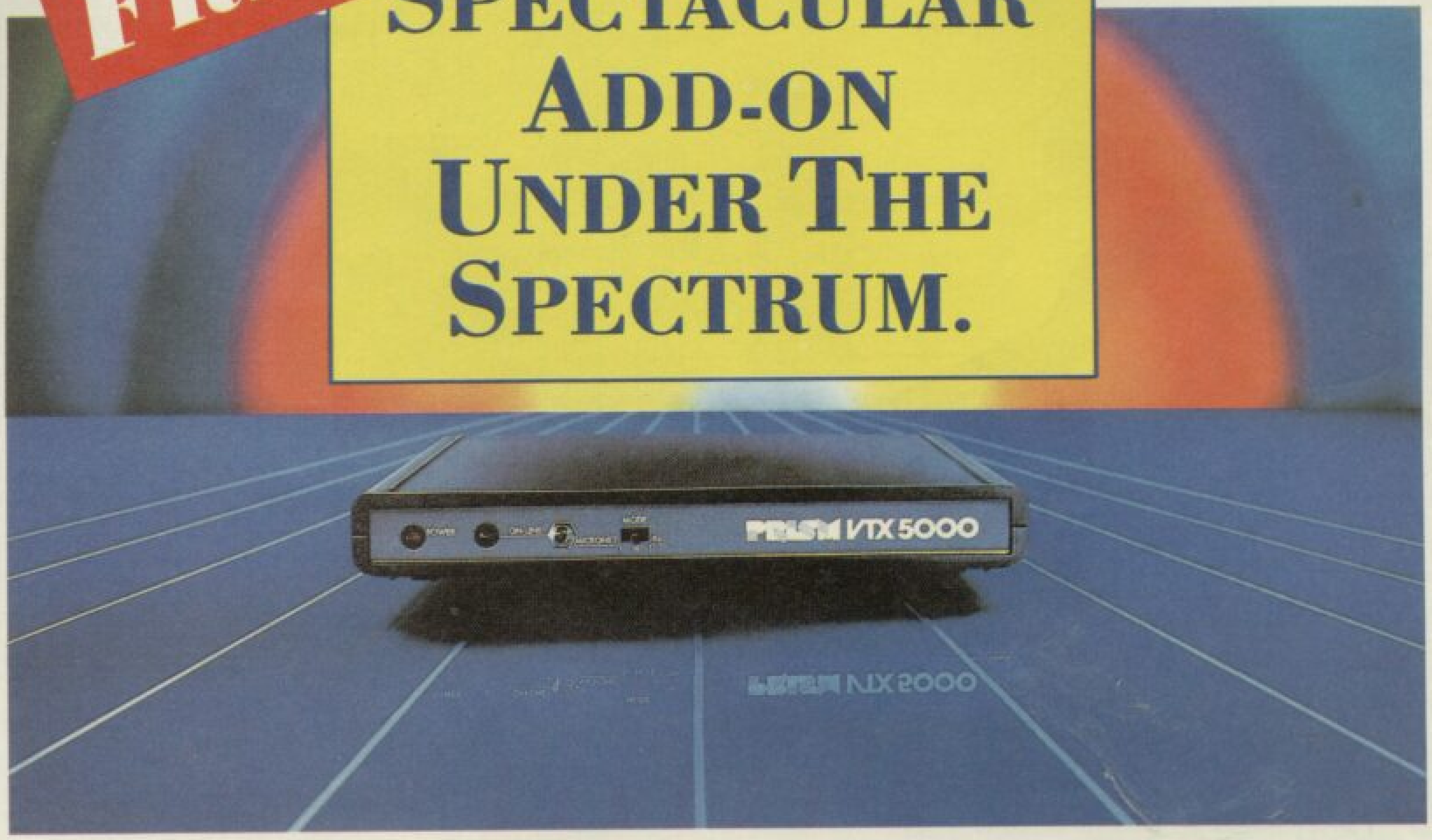
Don't walk into the middle of the skylights or you will fall through — also don't stop on them.

Don't use cannonballs for cover because the enemy can shoot through them.

Don't waste bullets.



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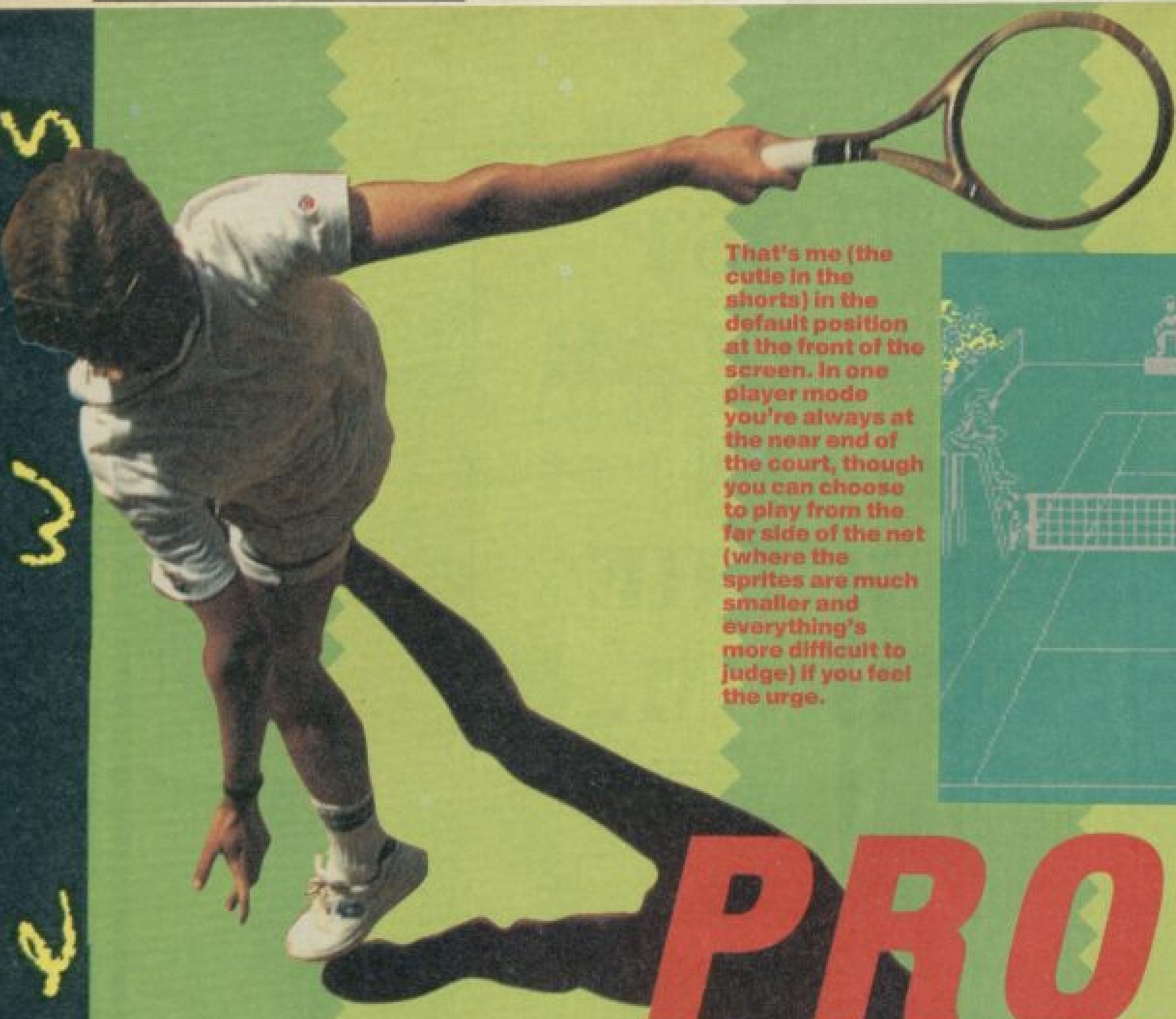
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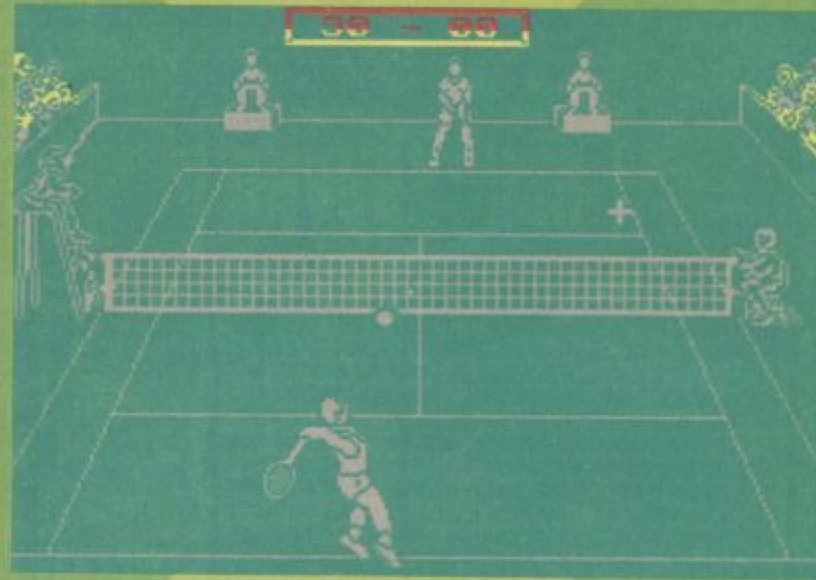
Machine Type: ______________________

VTYS3

MICRONET

Offer available in the UK only while stocks last. Micronet and Prestel subscription £23 a quarter.





That's me (the cutie in the shorts) in the default position at the front of the screen. In one player mode you're always at the near end of the court, though you can choose to play from the far side of the net (where the sprites are much smaller and everything's more difficult to judge) if you feel the urge.

PRO TENNIS TOUR

Ubisoft/£9.99 cass/£14.99 disk



Kati An egg. L'oeuf, as they say in France. That's an oval-shaped thing full of cholesterol for dipping greasy soldiers in, I hear you cry. And indeed it is. But, me little French food lovers everywhere, 'l'oeuf' is also the origin of the tennis term 'love', because, erm, the words sort of sound the same and the French originally figured that the number zero was shaped like, yes well, an egg!

And by amazing coincidence zero is exactly what you're likely to score in this game, 'cos *Pro Tennis Tour* is pretty tough and fabby. So much so, in fact, that it won best sports sim in the Tilt d'Or awards (French computer games award ceremony). But does the Speccy version match up?

Well, the first thing that hits you right between those old beady eyes (yikes!) is that it's corkendously fast. It actually looks like the genuine object – real tennis, like blimmin' accurately animated (though Wimbledon's not usually in monochrome unless you're telly's black and white or you're colour blind!).

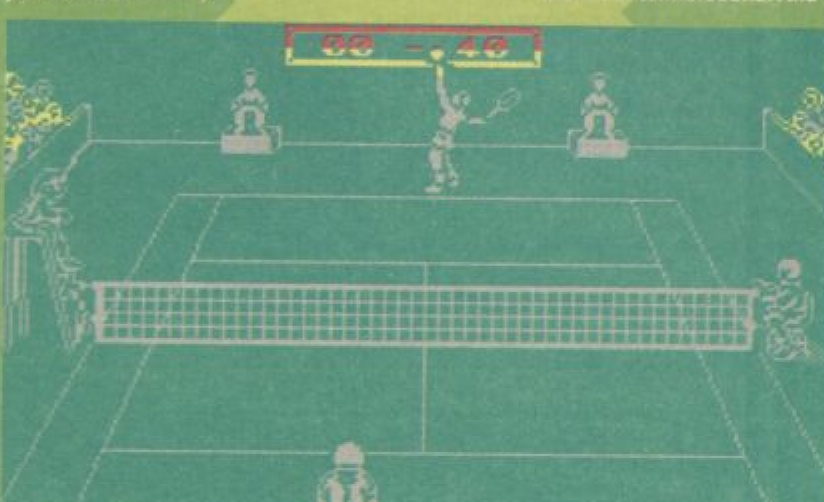
The second thing you notice is that the whole shenanigan comes complete with four (yes, four) different tournament locations, three (yes, three) difficulty levels, and, for those who are totally crap, two (yes, two) different types of practice sessions. One's for ground-strokers, with balls being gobbed at you from a machine, and the other's just for service. And that's all you need 'cos those are the only two types of shot.

A bit lacking in variety? Nope, 'cos you can make the ball sproing all over the court at all sorts of different angles just by timing and positioning. For example, supposing you want your ball to move to the left, you just stand, erm . . . to the left of it and time your shot. Once you've got the hang of this spunky little control method you can play incredibly involved matches with more line shots, hair-raising volleys and top-spin ralleys than you'd ever see in a month of Wimbledons. And 'cos there's no messing about with joystick angles or power meters to slow you down the action's always fast, furious and ferociously fun. Blimey!

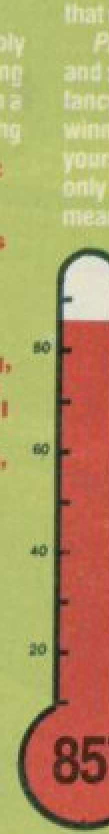
'Snot easy though. You've got to practice for ages before you get good enough to beat any of the ranking compu players, so (in one player mode) it's blimmin' hard to win. Things are slightly better in two player mode though, because there's every chance that your opponent will be as crap as you are, making for a more even-handed match. Things are much tougher if you're the one playing at the far end of the court (since you're further away and much smaller it's a lot harder to tell where the ball's going to bounce) but luckily you swop positions every so often so things even out.

Still, even when you're playing at the front of the court it's pretty hard. Due to the angle at which you view the game it's fairly easy to judge left and right, but much harder to tell how close to the net the ball will bounce. In fact, it's murder! Still, at least you can see the whole court all the time, which is a far better set-up than the one in *Passing Shot*, for instance, in which the court scrolled and you couldn't even see your player half the time! Now that really was a nightmare!

Pro Tennis Tour is one of the slickest, quickest and spiffiest tennis games I've seen in yonks. If you fancy yourself as a bit of a Borg then you're on to a winner, though you probably won't be the winner yourself for a bit, if you see worramean. As for me, I only lost 'cos someone knobbled the line judge. I mean – anyone could have seen that chalk dust!



Here I am, about to serve. Just position the cursor and press fire when it's in the right place. Couldn't be easier, could it? (Unlike returning, of course, which is murder! When I was doing the two player game, the one who served always won the point. Funny that.)



finalverdict

LIFE EXPECTANCY	GRAPHICS	ADDICTIVENESS
78°	73°	87°

DIAGNOSIS

The best tennis sim on the Speccy so far. The dead accurate (if a tad hard) gameplay makes for some eyebrow-singeing matches.

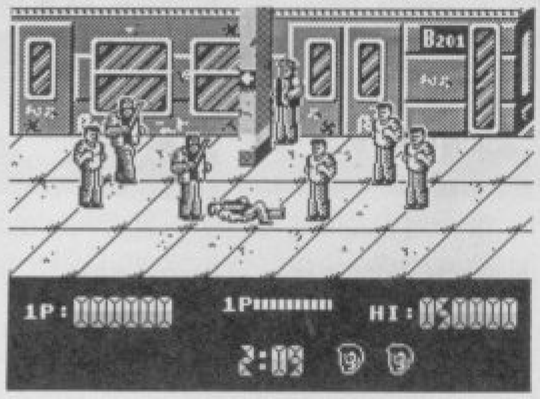
INSTANT APPEAL 81°

A bumper New Year collection of cheapie rubbish (whoops!) from that king of the skin-flints, *Marcus Berkmann*, and his preppy pauper (ha ha) *Jonathan Davies*!

BARGAIN BASEMENT

RENEGADE

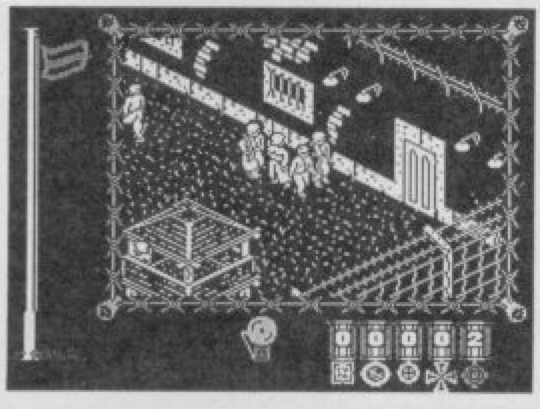
The Hit Squad/£2.99
Marcus We may now have seen every conceivable permutation of the *Renegade* legend (*Renegade 12: Chelsea v Millwall* is in preparation, I understand) but the original remains highly playable and a bit of a laff basically. You are the usual tough-on-the-streets superhero, and you're on your way to meet your luscious young lovely/noxious boiler (delete as appropriate) of a girlfriend. Only problem — thugs, yobs, villains, and men with large scars and chainsaws stand in your way. To fight them, or to run? Well, I know what to do, but this is a computer game, so you fight them. Control is simple and effective, you are always given a chance (which probably has more to do with the game's initial success than anything else) and the graphics are excellent. Anyone who's played the later games may find it a



little easy, but everyone else will have a ball. Another excellent release from Ocean's Hit Squad label.

THE GREAT ESCAPE

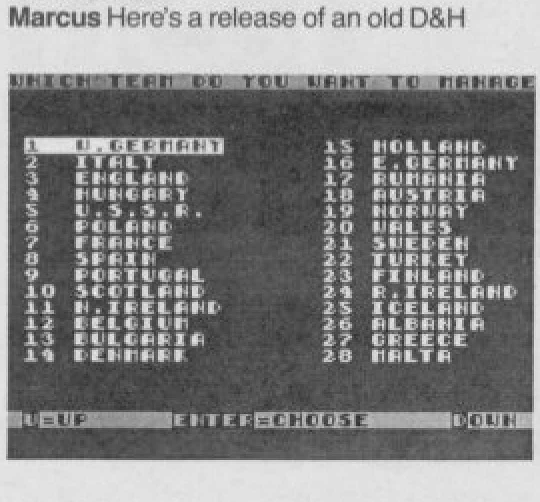
The Hit Squad/£2.99
Marcus As indeed is this, one of the most thoroughly ripping (if not top-hole) games to emerge from Manchester in a long while. *The Clinic* is still inundated with letters about it — no doubt there'll be yet more now. It's a 3D isometric game, which like *Movie* and the later *When Time Stood Still* attempts to evoke a specific and recognisable scenario rather than just dumping us in computer-graphics land. Here it's a German prisoner of war camp, and you have to amass various important bits and bobs (keys, rope etc) and get the %$£& out of there, before Johnny Hun catches you and forces you to eat



bratwurst. Not easy, but enormously challenging and, unlike so many games, solvable. Smug gamesters who can complete everything in two seconds will now say, "But once you've solved it, what's the point of playing again?" Just try solving it first, smuggies. Graphics are superb — better than *Fairlight*, and of the same order as *When Time Stood Still* — while, if not terribly fast, the game certainly keeps your attention. (Back issue fans, there's a very useful map in issue 14...)

INTERNATIONAL MANAGER

Cult/£2.99
Marcus Here's a release of an old D&H



footie management game — one that followed the now classic *Football Manager* into boot-sim fans' hearts. Well, sort of anyway, because this isn't quite in the same league — let's say the top of Div Two as opposed to the Liverpools and Evertons of this world. As you might guess, you've suddenly been made Bobby Robson, dentures and all, you have a pretty hopeless team and it's the World Cup qualifying rounds. Sounds familiar? Well, fortunately the World Cup in *IM* is played virtually annually, so if you cock it up one year there's another one round the corner and no-one's going to fire you. You have far more players to choose from, but now other factors come in to play — consistency, talent, morale as well as just form. Otherwise it's business as usual — hard but playable — and the most boring part of the game, watching the score mount against your sad little 11, has been perked up, with the addition of some rudimentary graphics to show you how the game is going. Not bad at all, and extremely good value. It's a good crop of cheapies so far this month, isn't it?

MEGANOVA

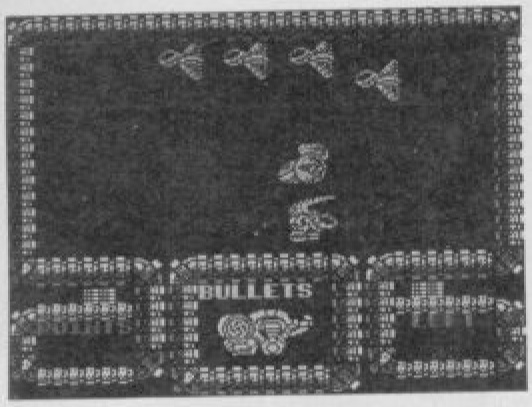
Alternative/£2.99
Marcus Dinamic shoot-'em-up (in millions of different loads as ever) which has finally appeared in this country on the Alternative label. But don't be deceived by Dinamic's reputation — this isn't up to its usual high standard. All right, so it's hard — but it's also boring. A shoot-'em-up of sorts, it's slow, turgid and about as addictive as a bunion. It does, though, have some splendidly badly written inlay notes. "You enter the caves of

GREGORY LOSES HIS CLOCK

Mastertronic/£1.99
Marcus The world is divided on the merits or otherwise of Don Priestley, creator of *Popeye*, *Trap Door* and sundry other braintinglers. Critics, naturally enough, love him — there's nothing else like his games, with their enormous sprites, devilish puzzles and extraordinarily hard gameplay — but the punters disagree strongly. Some find the games too slow, some too fussy and others too damn hard. I'm on Don's side, though. Yes, the games — and *Gregory Loses His Clock* is no exception — are viciously difficult. Yes, there's no compromise with the fainthearted who wonder what's going on. But, my, what good games. This one sees the young Gregory of the title go to bed, nod off and immediately have his beloved alarm clock snaffled by thieving ghosts. Greg then gets himself thrust into Dreamworld, and has to find five bits of his alarm clock



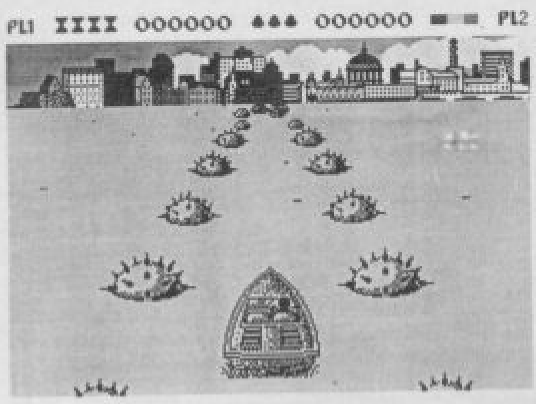




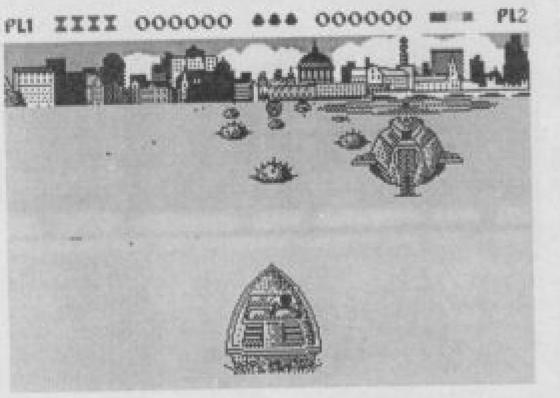
Otnirebal, and when you come out an imperial gigaship traps you. Surprise! Your old pals from Drowhar are waiting for you. Be tough and pray whatever you know; the battle will be final." (As translated from the Norwegian by Bengt Bengtsson.)

SPEEDBOAT ASSASSINS

Mastertronic Plus/£2.99
Marcus It's novelty time, as Mastertronic



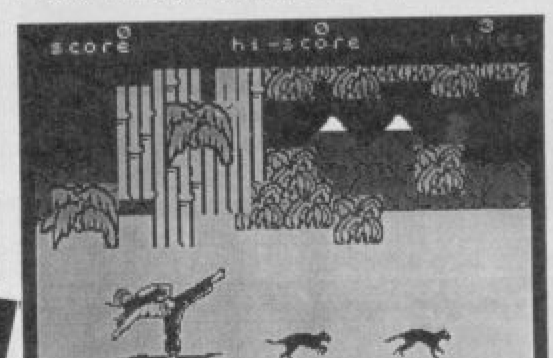
drops you in a speedboat and asks you to manoeuvre it around a bay, avoiding mines and shooting down four vital communication towers. Done that before? Me neither, and it's quite a giggle. First, you just have to keep clear of a few mines — easy enough. Then you're whizzing around the bay proper, trying to avoid boats and those towers, all of which are shooting at you. Trouble is, you haven't got a weapon, so you have no choice but to get the %$£@ out of the way. Fortunately, after 30 seconds or so, a friendly helicopter hovers down and drops off a weapon system, enabling you to start zapping. Some things need one zap, others more. If you survive there are more and better weapon systems every 30 seconds thereafter. That's it, really, but I enjoyed it, and anyone who's



looking for a new twist on the creaky old racing game format may enjoy it too. Perfect budget fare.

FIST II

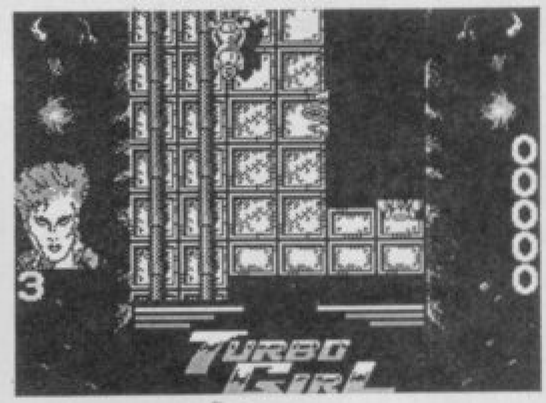
Mastertronic/£1.99
Marcus Not a bad kung-fu-style game which concentrates on sophistication of moves and size of game area over everything else. Originally released as the sequel to Melbourne House's mega-seller *Way Of The Exploding Fist* in 1987, it was raved over by dedicated combat fans (Mr P Snout included). It's fast, challenging and the moves are superb, especially the backflip that gets me out of danger with almost monotonous regularity. Watch for panthers and indeed anything that moves — this is not a game for the fainthearted. But whether you'll have the patience to trek through the many screens of not terribly interesting graphics to complete your quest is another matter entirely (I didn't). Not bad, as I said,



but it's all just a wee bit dated. Will a new generation of Spec-chums find beat-'em-ups quite as much fun, I wonder?

TURBO BIKE

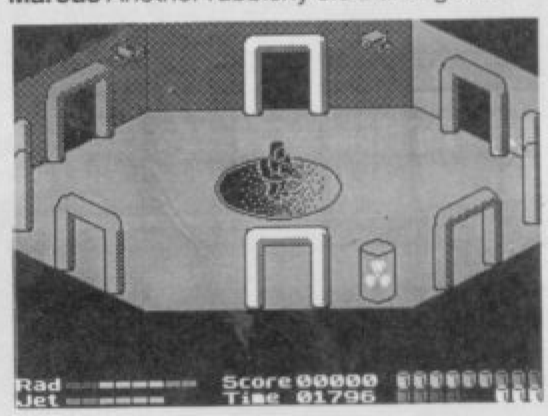
Alternative/£2.99
Marcus It's not a good month for Dinamic (or Alternative, for that matter). Here's another from their Madrid game-labs, and, like *Meganova* above, it's a clinker. It appears to have started out as '*Turbo Girl*', as the loading screen shows a scantily-clad cartoon female with her gazongas pouring all over the shop (slaver drool burp) next to



the legend '*Turbo Girl*'. It's not hard to see why Alternative changed the name — it doesn't have an awful lot to do with bikes, really, does it? — but they clearly couldn't be bothered to change the loading screen, which makes you wonder whether they ever got round to loading up the game at all. You certainly won't after you've played it once — it's a *Uridium*-style shoot-'em-up combined with *Bouncer* to produce, perhaps surprisingly, a rather dull game. Slow, impenetrably hard and unrewarding, it's second hand in feel and fourth division in quality. Zzzzzz...

CHAIN REACTION

Encore/£2.99
Marcus Another rubbishy old Durell game



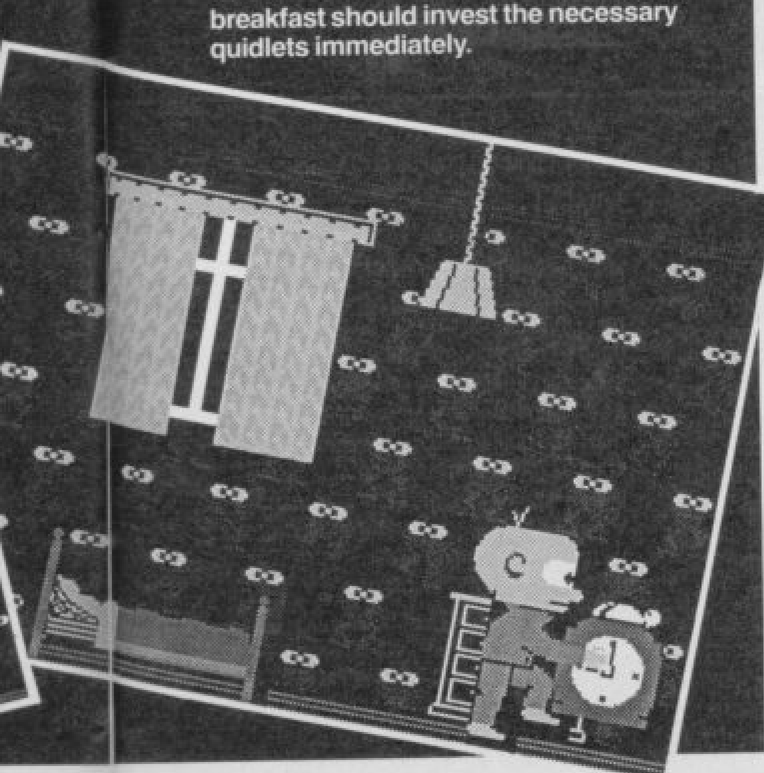
disinterred from Elite's vaults and bunged out on its cheapy label, and, like some of the others we've sampled these past few months, *Chain Reaction* doesn't really make the grade. The plot's all about an atomic pile that needs neutralising, and you have to run about killing nasties and solving problems and all that sort of thing. Sadly, though, the graphics are so basic - especially as the game is only two years old — and the gameplay so drab that it's hard to maintain any sort of interest. Instead you find yourself, well, throwing it out of the window with frustration and boredom. It's really getting quite messy out there, isn't it?

JONAH BARRINGTON'S SQUASH

Mastertronic Plus/£2.99
Marcus Not all oldies are mouldies, though



before 12 o'clock in order to escape. Every screen presents a new conundrum, leading you first to scratch your head in frustration, then get violent as you fail to work it out, then open the bubbly when you finally crack it. The sprites are as vast as ever, the strategies needed to get anywhere are often extremely sophisticated, and, best of all, I've got the cheat sheet and you haven't. This is the best new cheapie I've seen in yonks, if not since I started writing this page 18 months ago, and certainly one of the few to merit the coveted Megagame sticker. Well played, Don — and, meanwhile, anyone who likes their minds stretched before breakfast should invest the necessary quidlets immediately.



– this game dates from 1985 and is still superbly playable. I'd never seen it at all until a couple of years ago, when *YS* did a feature on sports sims and I had to play all of them. I was amazed at how good it was, even though it was a little basic (if not Basic). I suspect that Mastertronic, with this 79th rerelease, has tarted it up perhaps a touch, but it remains not only the best squash simulation I've ever played, but the only one, as far as I'm aware. Why else has no-one ever tried to repeat the trick? It can only be because this one is quite good enough. Buy it and try it – it's hard but not too hard, and it's very, very simple in presentation and structure. Let's not knock simplicity – *Jonah Barrington's Squash* remains a classic.

SAIGON COMBAT UNIT

Players Premier/£2.99



Marcus But now for something singularly average again. This dull little scroller is not, unlike the spanking *Jonah* and *Gregory*, worth your hard-stolen cash (whoops). It's essentially a run-along-and-shoot-everything-that-moves game, with not terribly clear graphics and terminally dreary gameplay. Shoot this, avoid that, jump all over the place, and what's your reward? Just more coma-inducing screens like the previous one. Of course, if by any chance you have been marooned on a desert island for five years, or the lecky board cut you off in 1982 and only remembered to reconnect you last week, this game may seem terribly novel and exciting. Otherwise, forget it.

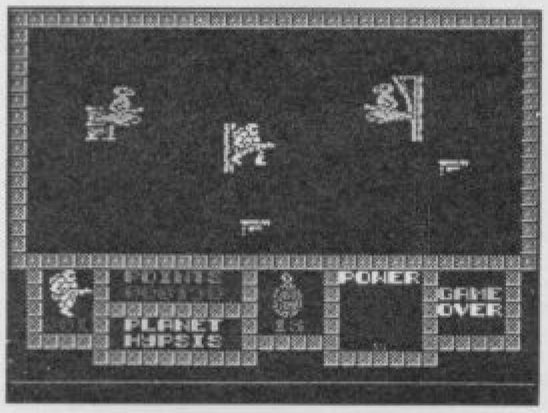
POSTMAN PAT II

Alternative/£2.99
Jonathan I may well have missed the point of this one – instructions were conspicuous by their absinthe, as my old grandma used to say – but this seems a little on the boring side. Correction – a lot on the boring side. Pat (who's a smug little git, let's face it) has loads of letters to deliver – only he doesn't deliver them in the sensible way, by looking at the addresses, sorting them into piles and then bunging them in the letter boxes street by street. Oh no. He merely walks around his neighbourhood, waiting for enormous black arrows to appear next to the appropriate house. Very efficient. (At least it explains why my post always takes days to arrive.) Pat also has loads of errands to run for his oddly lazy customers, which consumes even more time. That seems to be about it for this game, so out the window it goes.



GAME OVER

Summit/£2.99
Jonathan *Game Over* shot to fame a couple of years ago, mainly because of its rather rude advert.



Slipping into the role of Arkos, a small flickery sprite with an incurable attribute problem, your task is to destroy the evil Gremla, a power-crazed empress. Not surprisingly, this involves battling from left to right through several action-packed screens. There's plenty of stuff to shoot, all the usual add-on weapons, but the execution is very poor. The colour-clash makes it very tricky to see what's going on at times, and Arkos seems to float around the screen in a manner which defies all the laws of physics. Difficulty is achieved simply by having loads of baddies attacking you at once. You don't stand a chance, and kicking the bucket means starting again from scratch.

Not even worth buying for the cover piccie – it's been tragically modified.

THANATOS

Encore/£2.99



Jonathan Here's a novel idea – a re-release. An old Durell one this time, and quite good, considering. There's no plot or anything, so it's a case of plunging in head first. Let's start with the dragon. He's about half a screen long, has the usual fiery breath, flappy wings and pointy tail, and can walk along or fly. As is normally the case, your job as the aforementioned draconic beast is to eat people, burn things down and attack castles with the ultimate goal of rescuing a maiden.

Being half a screen long, the dragon makes an impressive central character. Damned impressive, in fact. The parallax scrolling is pretty triff too, especially the paths leading up to castles in the distance which skim past very effectively. Otherwise, the graphics are functional and the only sound is a gently throbbing heartbeat (let this get too rapid and you'll suffer a mid-air heart attack).

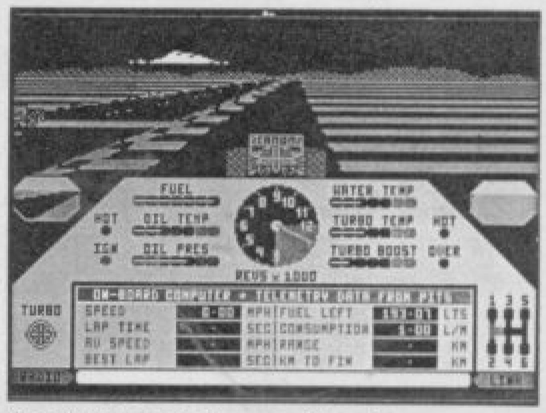
As for the fun factor, *Thanatos* is refreshingly different. It's full of delightful little touches, like the ability to deposit rocks on people's heads, burn them and drop them from great heights. Good stuff. Gosh, yes.

NIGEL MANSELL'S GRAND PRIX

React/£2.99
Jonathan Apart from its vaguely snigger-worthy name, this one has nothing to make it stand out from the crowd in my opinion.

The game attempts to go a bit further than is usual for this kind of thing – more than two gears for a start. There are different tracks to choose from and lots of dials and knobs to keep an eye on, and the car does behave pretty realistically.

Unfortunately, all this detail seems to be at the expense of things like the graphics. The action takes place in the top half of the screen, with slightly suspect-looking vehicles hammering round the track, yours being visible at the bottom of the window. The overall effect looks a bit unpolished.



Nigel did too little for me. Okay for a cheapie, but will you remember it in the morning?

PING PONG

Hit Squad/£2.99
Jonathan At this rate, pretty well every game that's ever been released will be out on budget. *Ping Pong* dates from 1986, but its exhumation is very welcome.

The name says it all really. Two bats, a ball and a table. The bats float eerily above the table, a little like their mammalian namesakes, with no visible means of support, and can perform about five different shots. The graphics are about what you'd expect. Green, basically. The sound is quite elaborate, though – an impressive title tune and plenty of audience participation during the match.

Despite it all, *Ping Pong* is great fun to play. The concept of hitting a small ball across a table lots of times proves to be very absorbing. The only trouble is that the computer tends to play too predictably, so you might be better off finding a friend to compete with.



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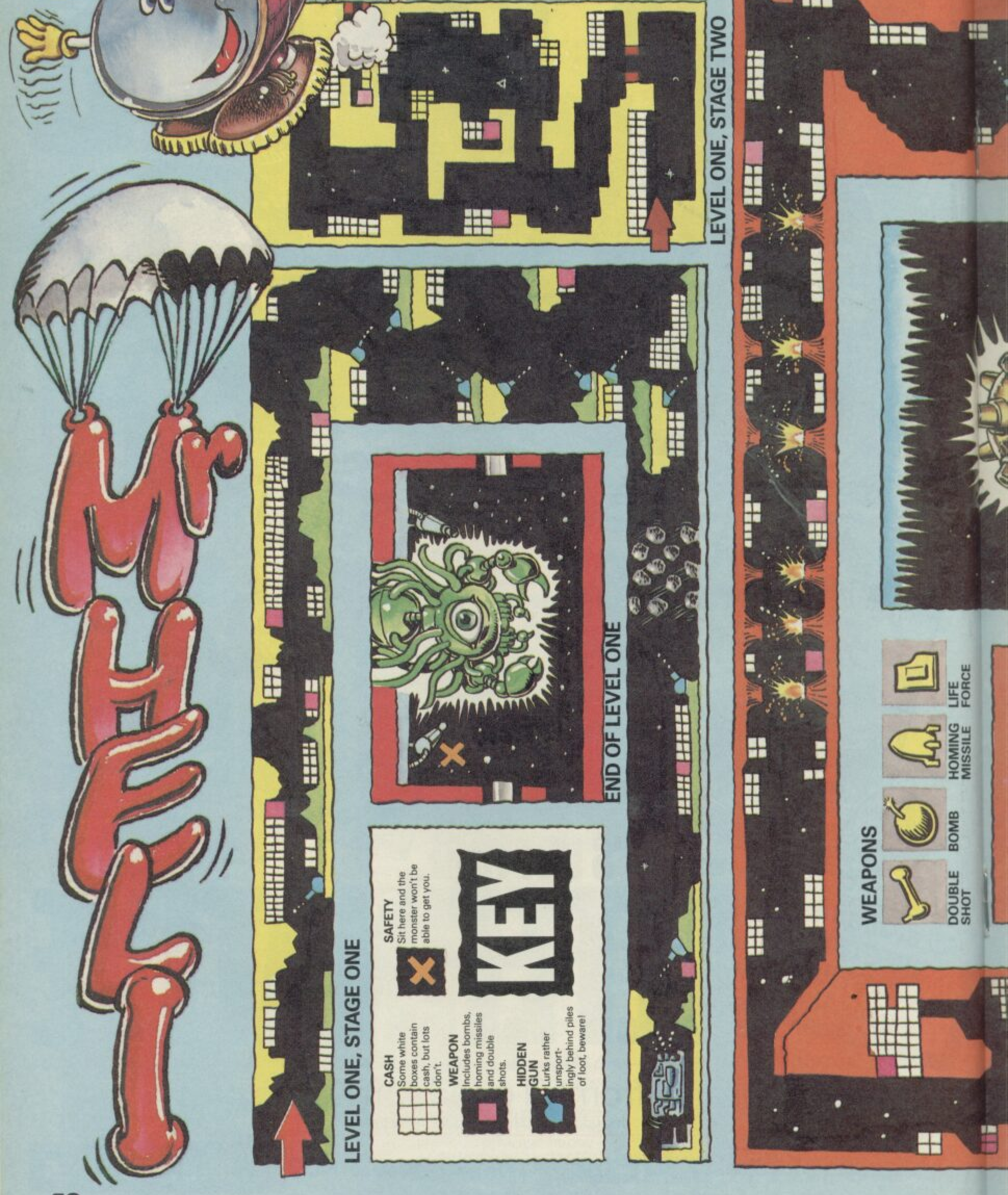
including **WH Smith and John Menzies.**

WHSMITH *(selected titles available at larger branches; subject to availability)*

John Menzies

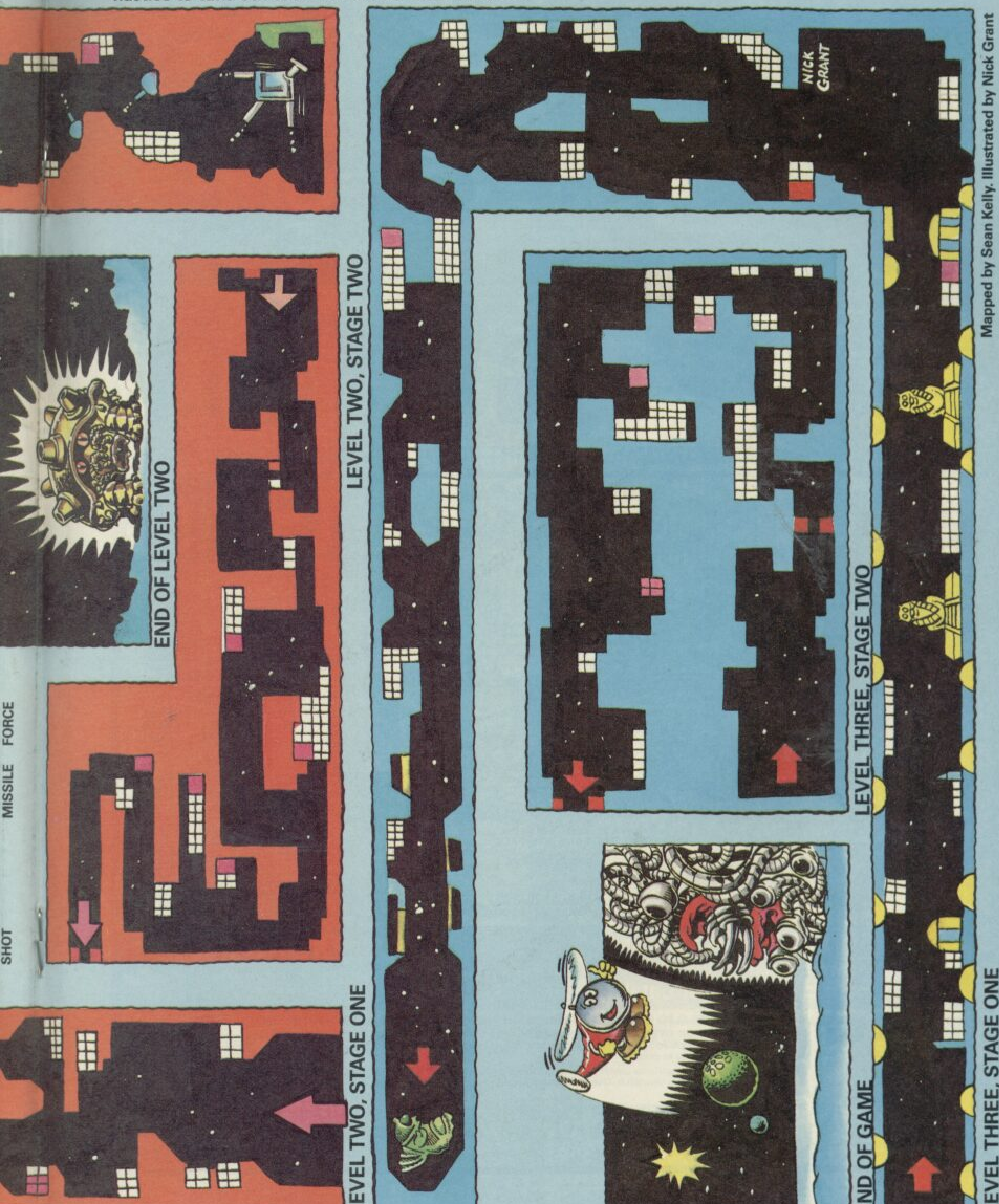


Mr Heli is a brilliantly cartoony progressive shoot-'em-up, with a lovely cute Japanese feel to it. You play a tubby little helicopter making your way through a series of convoluted underground caverns, shooting everything that moves (and a few



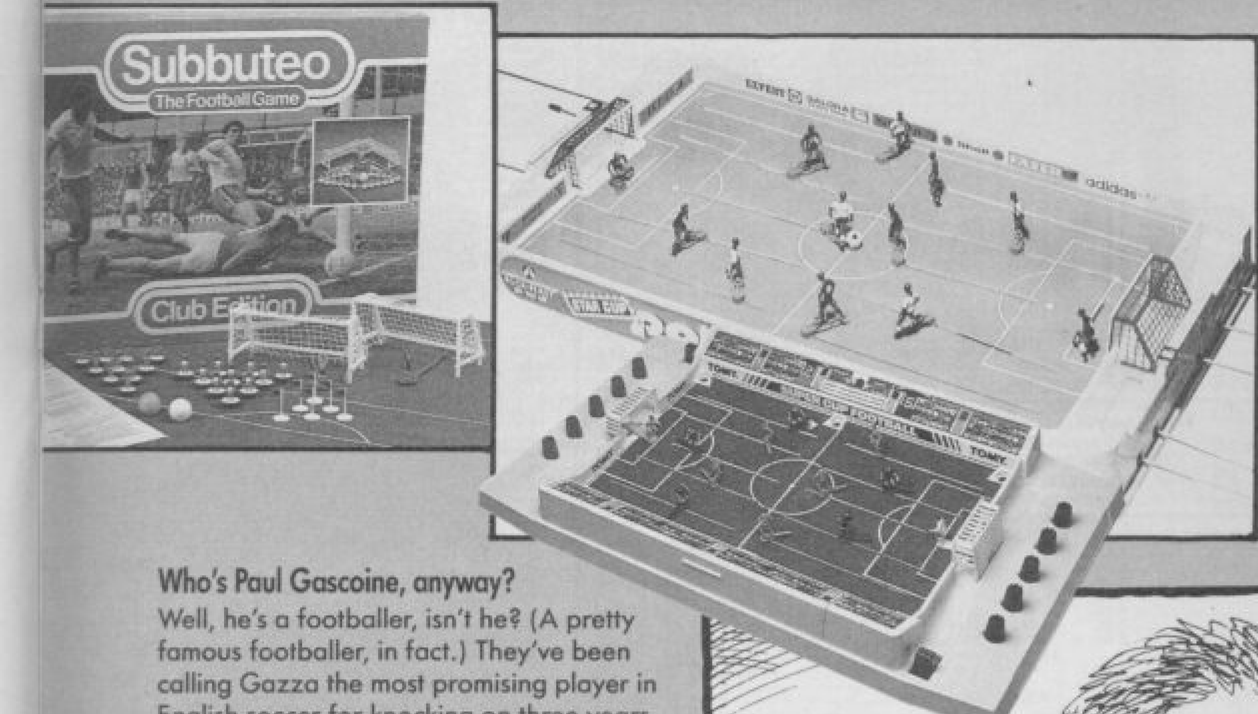
things that don't). Throughout the game you'll come across groups of little square blocks — shoot them and a fair proportion will release crystals which (if caught) serve as dosh, while some of the others lead you into 'shops' where bombs, missiles and other weapons can be purchased. There are hundreds of nasties to take out too. Here's how it all works...

(Blimey! A whole two page map and not a single 'chopper' joke!)



Mapped by Sean Kelly. Illustrated by Nick Grant

WIN!!! A FOOTBALL TABLE AND LOADS OF OTHER GREAT FOOTIE PRIZES IN GAZZA'S SUPER COMPO!!

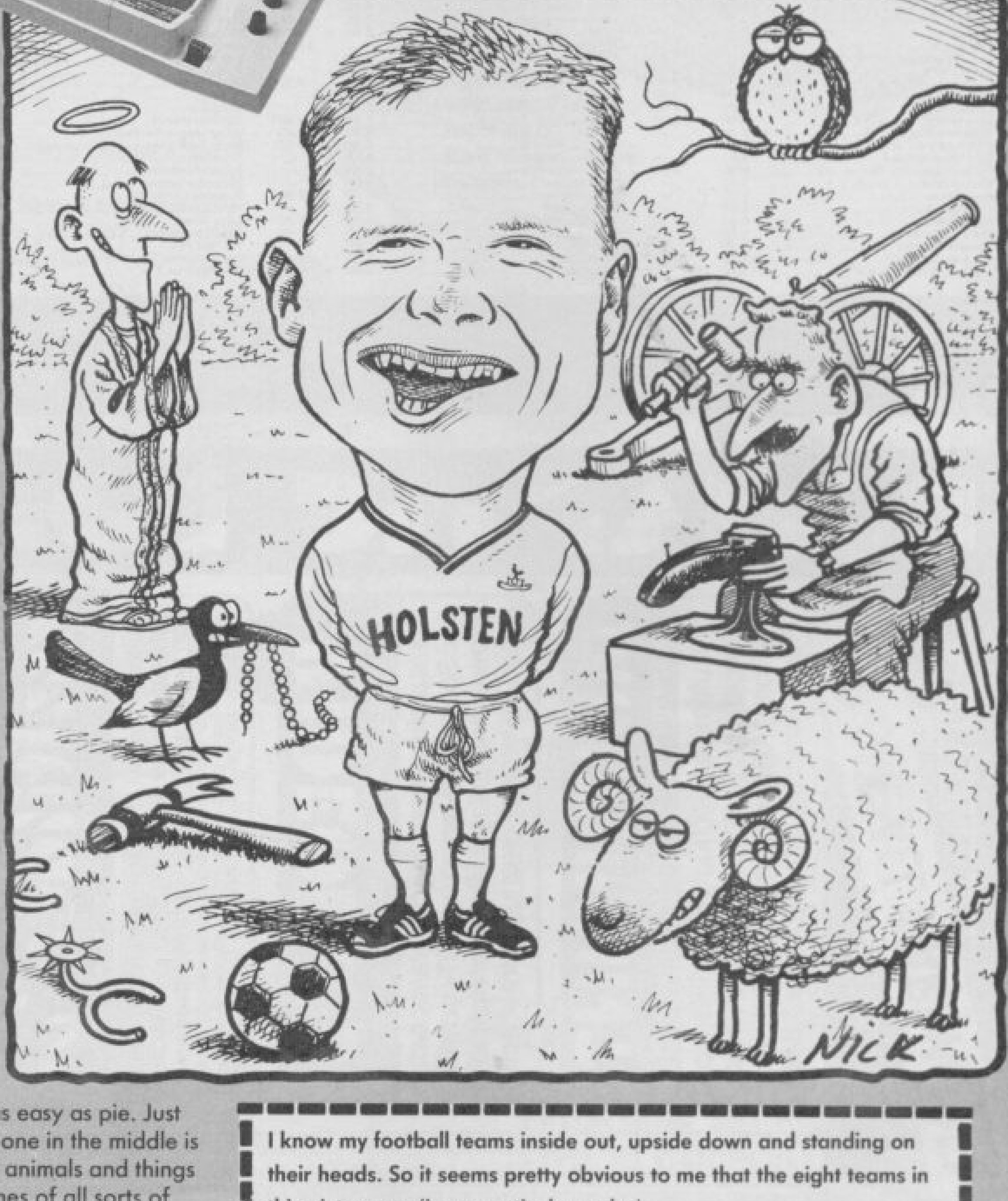


RULES

- Any players from 'The Menaces' (Dennis Football Club) or 'The Ballrooms' (Empire Football Club) caught attempting to score in this compo will be sent off the pitch.
- This compo goes into injury time on Feb 28th, 1990 (except the only injuries will be to entries arriving after that date, so don't miss it!).
- Matt's the ref, linesman and St John's Ambulance person all rolled into one for this compo, so don't argue with what he says or it'll be the red card for you!

Who's Paul Gascoine, anyway?

Well, he's a footballer, isn't he? (A pretty famous footballer, in fact.) They've been calling Gazza the most promising player in English soccer for knocking on three years now, though the *Your Sinclair* 'experts' reckon he's still not quite realised his true potential. Anyway, he's certainly famous enough to sponsor his own rather corking footie game, which is exactly what he's gone and done! It's called *Gazza's Super Soccer*, it's from Empire, and it's jam-packed with a choice of leagues, a tactical foul option, 40-odd frames of animation for each player, and loads of other good stuff. There's also an option which allows you to either play on the same side as the great man, or against him.Hurrah!



And what do points make?!

Prizes!! And what prizes they are! For first prize we've got a rather fabulous de luxe table-top football set, the Star Cup game from Pola. You know the sort of thing — you've got a whole row of metal poles with players skewered on them, and you and your opponent twiddle them like mad from either side, trying to knock the ball into the goals. It's the biz! And not only that, the winner will get a football signed by Gazza himself too!

Then there's the second prize, a Tomy Super Cup electronic football game (we've got one in the office, and it's fab!) which comes complete with another signed ball. Three third prize winners get a Club Edition Subbuteo set each, then ten runners up get a copy of the *Gazza's Super Soccer* Speccy game. It's such a brilliant football giveaway!!

Over 'ere, son, on the 'ead!

So what do you have to do? Well, it really is as easy as pie. Just take a look at this picture. The cheery looking one in the middle is Gazza himself all right, but what are all those animals and things with him? Well, they're the symbols or nicknames of all sorts of British football teams. What we want you to do is identify all eight teams represented, then mark their names in the spaces on the form below. You know the sort of thing — Bolton Wanderers are apparently known as 'The Trotters', so if you see a bit of pig's leg in there simply write down 'Bolton Wanderers' in the space provided. Got it? Right, now just cut out the coupon, add your name and address, stick it on to a POST CARD and send it off to *It's A Game Of Two Halves, But One Thing's For Certain, And That's That Football Is The Winner* Compo, *Your Sinclair*, PO Box 1509, Enfield, Middlesex EN1 1LQ. Oh yes, and make sure it arrives by February 28th 1990, or you'll be into 'injury time'.

I know my football teams inside out, upside down and standing on their heads. So it seems pretty obvious to me that the eight teams in this picture are (in no particular order)...

1)............................ 5)............................
2)............................ 6)............................
3)............................ 7)............................
4)............................ 8)............................
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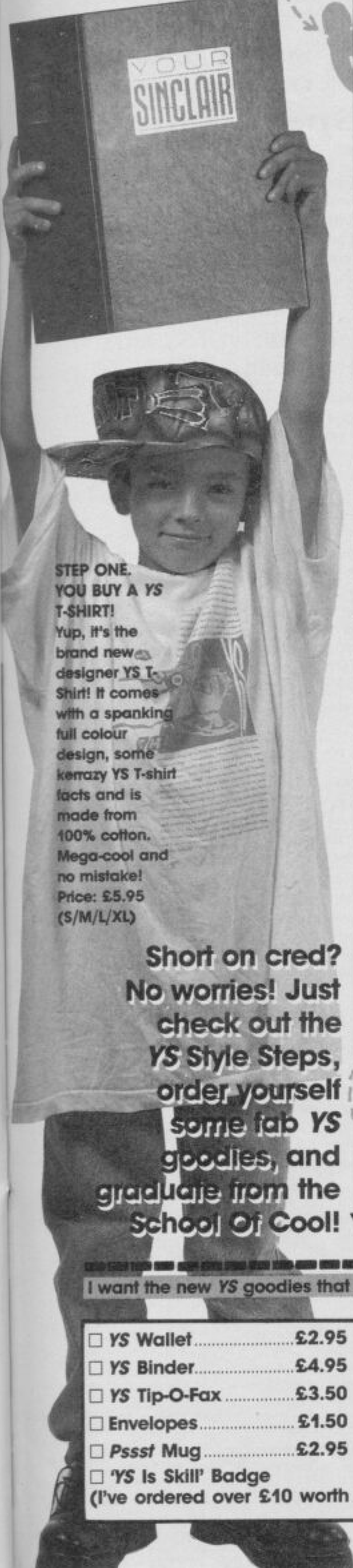
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COMPO WINNERS

Right, let's get back to where we left off, which was, um (flick, flick) .....lumme, May 1989! Ahem. Well, better late than never, eh, Spec-chums?!

Chez Pac!

We asked you to spot the pac for us in our *Pacland* compo back in April. The first prize winner will receive a spanking new Speccy +3, and that winner is none other than... Sarah Williams from Washington in Tyne and Wear!

Meanwhile, bouncy ball alarm clocks will be, well, bouncing their way to the following second prize winners... **E Gannon** from Portree on the Isle Of Skye, and **M Cheung** from Ashton-under-Lyme.

Awww! So you haven't seen your name yet? Never mind, you've still got a chance of winning the trendy red wellies!! Sitting comfortably? Then I'll begin... **J K Marston** from Wimbourne in Dorset; **Darrel Sanderson** from Stoke-on-Trent; **Brian Williams** from Crosby in Liverpool; **John Lamont** from Uttoxeter; and **Gareth Jenkins** from Kenfig Hill in Mid Glamorgan. You lucky fellows!



Snot The Ball!

Remember when the snot really hit the fan with Gilbert back in May? Well, try not to get too green with envy as we tell you the winners... Trotting off with the telly, *Gilbert* game, T-shirt and bendy toy is **Michael Hay** from Glasgow, whilst, in second place, three Gilbert fun packs will be winging their way to **Gregory Salisbury** from Port Talbot in Wales, **John McChrystul** from Everton, Liverpool and **Mark Harrison** from Wyke, near Bradford.

Bringing up the rear to collect *Gilbert* games are **Sally Alexander** from Eastleigh in Hampshire; **R Catlin** from Rugby in the West Midlands; **Paul Cattermole** from Worcester Park in Surrey; **Barry Charlton** from Pridhoe in Northumberland; **Roy Clarke** from Loughborough; **Emlyn Evans** from Leamington Spa; **Bob Fletcher** from Torquay; **Rhonda Gibson** from Newcastle; **Scott Hall** from Coalville in Leicestershire; **Daniel Jenkins** from Blackpool; **Spencer Luxford** from North Cheam in Surrey; **David Mahon** from Sligo in Ireland; **Richard Metters** from Plymouth; and **Jay Noble** from Thatcham in Berkshire.

That's A Big 10-4 Roger Wilko!

Did you copy? No? Well these people did. The first prize featuring the walkie talkie set and three *Renegade* games goes to *K Odins* from Bridgewater in Somerset.

And copies of three *Renegade* games go to **Stephen Bennet** from Morecambe in Lancashire; **R N Henderson** from London; **Dave Lawson** from Bristol; **D Norris** from Romford in Essex; and **Corman Nugent** from County Wicklow in the Republic of Ireland.

Five, Four, Three, Two, One... Thunderbirds Are Go!!

And going to all you lucky winners in our 'putting pilots to planes' *Thunderbirds* compo are some rather splendid videos, records and badges from all our friends at International Rescue (er, and, of course, Grandslam). And heeerre you are!

David Anders from Worsley in Manchester; **David Banks** from Selly Oak in Birmingham; **James Barnaby** from Bristol; **Karl Barrow** from Hemsworth, West Yorkshire; **Peter Barton** from Shifnal, Shropshire; **Uel Cartwright** from Lisburn, County Antrim; **Peter Costard** from Chesterfield; **Sarah Daddy** from Balintore in Scotland; **Rafael Henderson** from London; **Alan Johnston** from Redcar in Cleveland; **Tracy Kerry** from Chesterfield; **F J Slack** from Newton Le Willows in Merseyside; **James Underwood** from London; **Andrew Wain** from Stoke-on-Trent; and **Diane Woodley** from Harlow in Essex.

And So To Those Lazy, Hazy Days Of Summer And... Oi! Did You Call My Spec A Puffy?

Ooo, la la! Listen, I shall say this only wurnce! Winner of our first June compo for spotting all those famous French types is... **Fred Culmore** from Bradshaw in Bolton who gets a weekend in gaie Paris!

In joint second place, ten copies of *Puffy* and *Skateball* go to **Colin Andrew** from Broadbottom in Cheshire; **C Crawford** from Blantyre in Scotland; **David Hafner** from Redditch in Worcestershire; **Robert Hewlett** from Hitchin in Hertfordshire; **Brian Hughes** from Broxborn in West Lothian; **Neil Kosanke** from Sunbury-on-Thames; **J K Marston** from Wimborne in Dorset; **Tristan Millin** from Tewkesbury in Gloucestershire; **Craig Newlyn** from Herne Bay in Kent; **Paul Norton** from Cheylesmore in Coventry; and **Richard Surgay** from Kimberley in Nottinghamshire.

Et le runners up who will all be getting Ubi-Soft bags and T-shirts are... **Gary Bigway** from Lincoln; **Mark Conner** from Glasgow; **Tim Dickson** from Beddington in Surrey; **John Hindmarsh** from Hawick; **Philip House** from Bolton; **Julliette Jones** from Ross-shire in Scotland; **Leslie Roberts** from the Wirral; **K P Smith** from Haverfordwest; **Peter Thornton** from Burley in Wharfedale, West Yorkshire; and **Fil Ziebicki** from Warrington in Cheshire.

Chucks Away!

Okay, chaps, the boys in the mess have spent a lot of time thinking about this over many a pink gin... too many in fact, so we've decided that the winners of those two wonderfully snug leather jackets will be **Jason Mann** from Borehamwood in Hertfordshire and **Dominic Sidoli** from Finchley in London.

Flying off with the *Chuck Yeager* games will be **Ronald Allen** from Little Hulton, Worsley; **Dominic Ariston** from Rostrevor in County Down; **Fred Culmore** (again!) from Bradshaw in Bolton; **Andrew Dungey** from somewhere in Cornwall and **Matt Elliot** from Carnoustie near Angus.

And five EA T-shirts go to **Neil Kosanke** from Sunbury-on-Thames; **Ray Gibbs** from Tunbridge Wells; **Vaseem Tariq** from Lanark, Scotland; **Thomas Vanner** from Lisburn, Country Antrim and **Mark Walker** from Peel on the Isle Of Man.

Win A Robot!

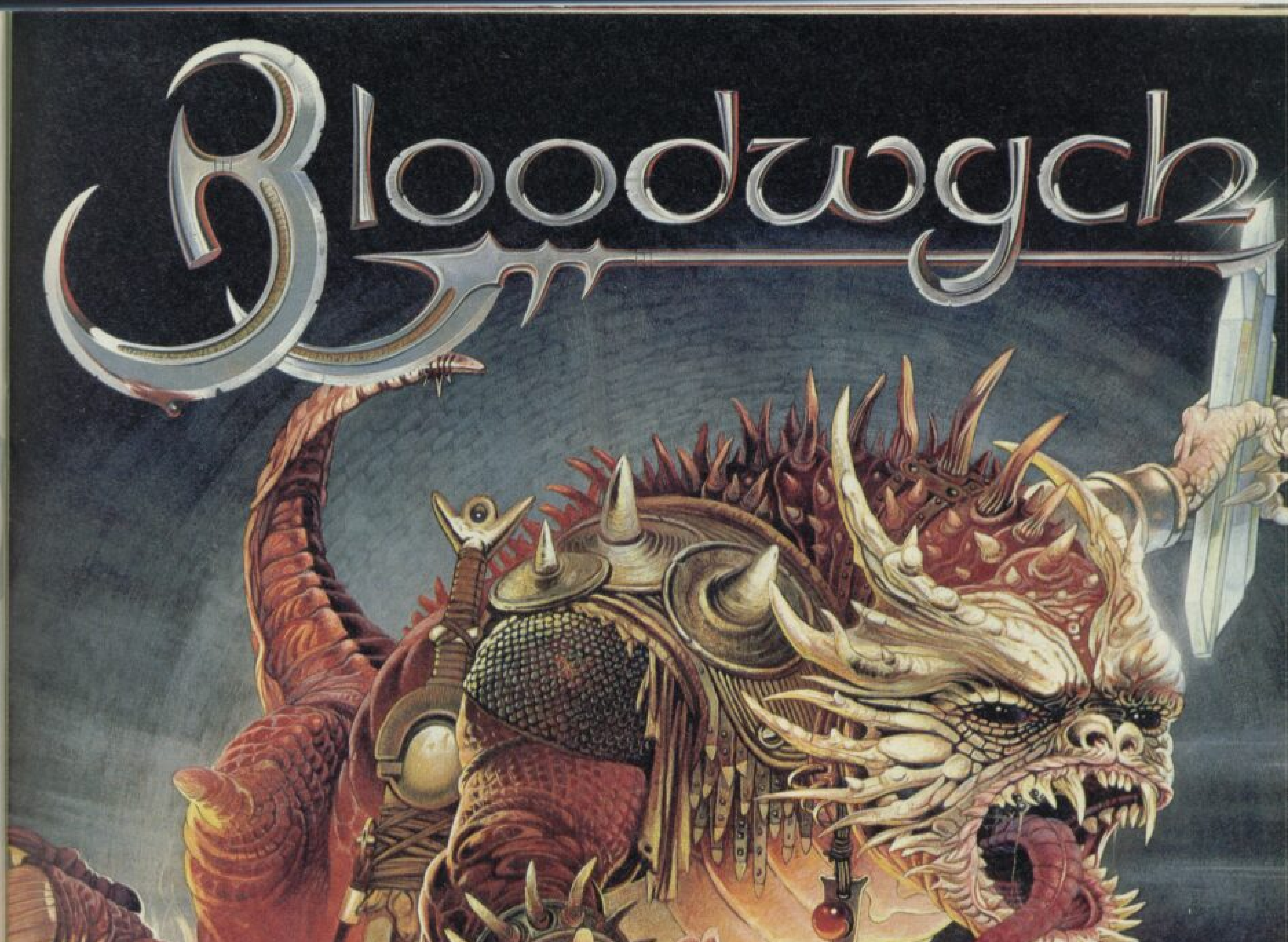
Now here's one you've all been waiting for. The winner of that absolutely blinkin' amazing, all singing, all dancing robot. Well, it walks anyway! And the winner is **Malcolm Mackenzie** from Bury in Lancashire.

Second, and taking home the cute li'l old Robot alarm, is **Tristan Lawrence** from Hendon in London.

Last but not least, three natty little novelty robots will be going to **Steven Cook** from Lowestoft; **Antony Compton** from Barwell in Leicestershire; and **Peter Bradley** from Woolston near Warrington.



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ARGUE! BARTER! LIE THROUGH YOUR TEETH!!!



Atari ST Screen Shots

As the people of the Bloodwych awake to a new dawn, they find a stranger in their midst – from one of many races he has come. His task; to halt the demon that lies dormant within the Castle of the Bloodwych.

Unification of the Crystals of Sanguis will secure the Behemoth in his lair for all eternity. Should they remain separate, then he shall rise to bring darkness into the world.

This unique role-playing fantasy game allows greater interaction with the environment than has ever been seen before. Argue, barter, negotiate – even lie through your teeth! The fully implemented personalities of all the characters in Bloodwych allows a rich style of role-playing that has only been dreamt of.

With one or two player simultaneous mode, this is the game that you've been waiting for. Bloodwych for those that dare!

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COMING SOON

YS MEGAPREVIEW



FIGHTER BOMBER

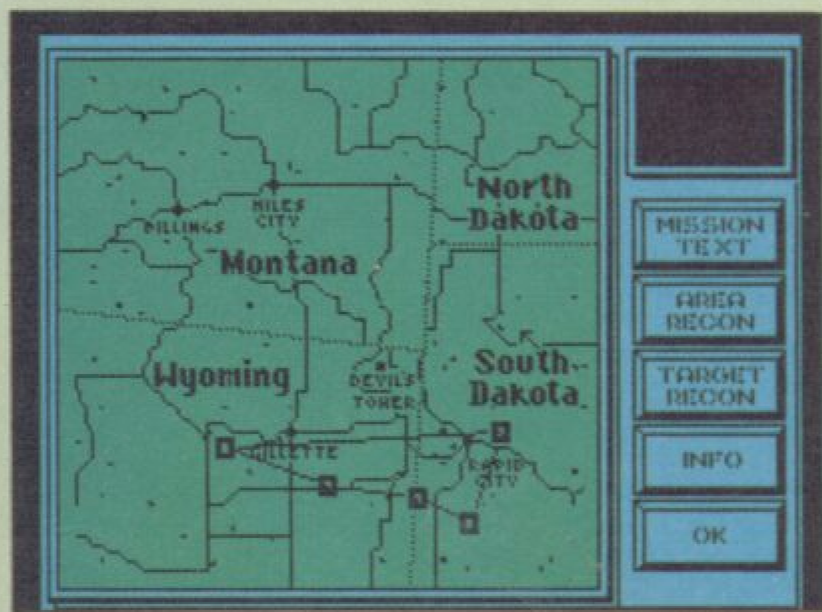
Out of the swirling early morning mist looms a slick black shape carried on a low deep rumble. Blimey! It's *David* 'breakfast-starved' *Wilson* running for the early morning train to Leeds, off to Vektor Graphix to suss out the latest on Activision's *Fighter Bomber.*

Despite being a long time in the pipeline, Activision's *Fighter Bomber* is nearing completion. Hearing this, after a briefing by Wing Commander Matt, I strapped myself firmly into the second class compartment of a high speed banana, and 'flew' to Leeds, home of the programmers Vektor Graphix, to see how it looks.

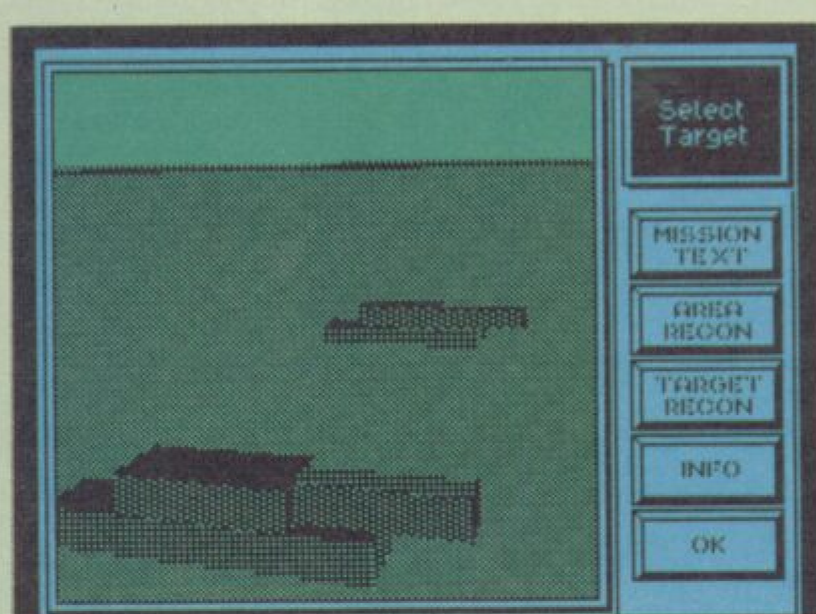
Okay, so there've been loads of flight sims on the Speccy, from the ground-breaking *Fighter Pilot* to *F-19 Stealth Fighter*, so what's so special about *Fighter Bomber* (previously known simply as *Bomber*)? Well, first off it shifts the emphasis from air-to-air combat to air-to-ground combat. Secondly, it places at your disposal four of the world's meanest, erm, fighter bombers to fly on eight different missions. The game uses solid-filled 3D graphics, each aircraft has its own 3D shape, and because your main targets are ground-based there's a significant amount of territorial detail for a change. Hoorah! There are also other neat touches including a large array of external views. This idea we saw for the first time on the Speccy in *Chuck Yeager's Advanced Flight Trainer*, but, apart from having more views, *Fighter Bomber* seems to achieve this option much more successfully. Try watching yourself raising and lowering your undercarriage from the external side viewpoint, it's a treat! Mind you, don't do it for too long, 'cos you might just find an enemy MIG 29 or SAMs (surface-to-air missiles) sneaking up on you!! Eeek! You can even get to look from a missile's viewpoint as it wends its merry way to the target!

As you progress in the game the missions become more and more difficult so, eventually, you won't be able to carry enough weaponry to complete the whole task. This means you'll have to land and replenish your payload en route! Your payload? Well, it consists of Maverick AGMs (that's air-to-ground missiles), Sidewinder AAMs (I'll let you guess that one), chaff and flares (which drop to confuse the guidance systems of missiles — chaff against radar-homing missiles and flares for heat-seeking missiles) and your trusty cannon! Phew! That's your payload, so what of the missions? Well, follow me into the debriefing room (oo-er!) and I'll show you a sample mission...

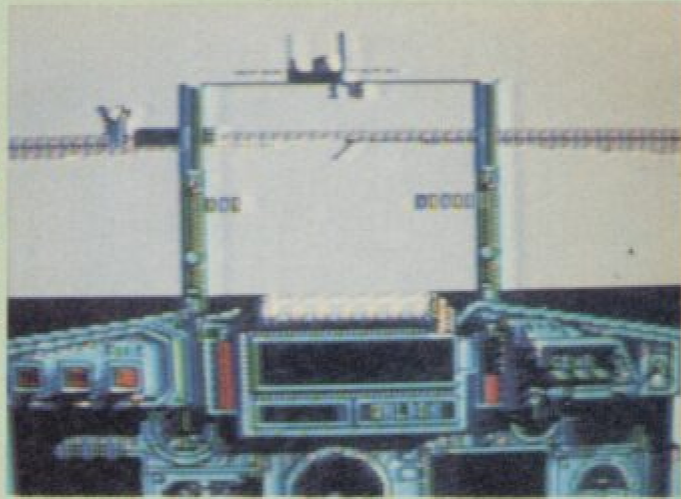
YOU ARE CLEARED FOR TAKE-OFF



1 The Map
Pay attention, chaps! Here's the gen! The flashing lines, which aren't flashing in this shot, indicate your course. Oh, and the reason why it's set in the US of A is because the game was inspired by an annual international fighter bomber competition, the Curtis Le May Trophy, hosted by the USAF. Move the cursor on to the Target Recon box and press Fire, then move it on to one of the little boxes in the flashing course, press Fire and you'll see...

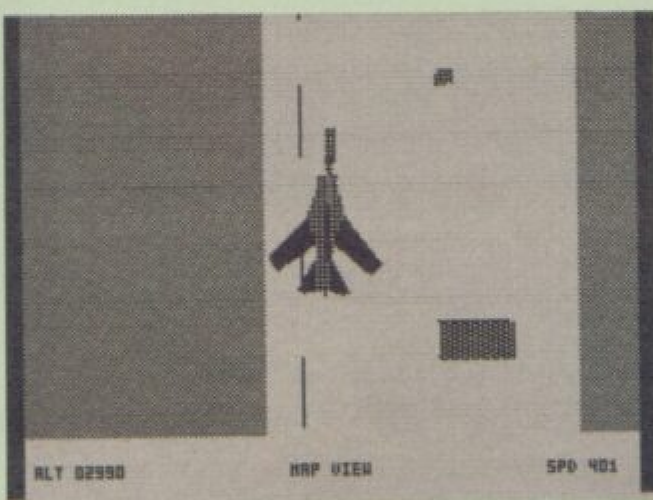


2 The Tank Targets
This is a close-up of the item in question. In this case it's a ground target, comprising two tanks. Handy to know what these blighters look like so's you can recognise them in the field! You can also check out the surrounding land features to help you locate them. Oh, and talking of land features, there's also an Area Recon option on the main map that lets you take a closer look at any areas in the same manner.



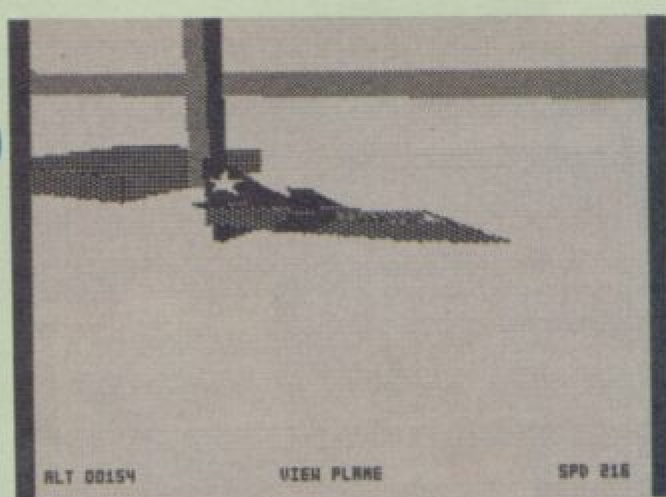
3

The Cockpit
Righty-ho! It's chocks away and all systems go! GAD!! This isn't really cricket, is it!? I haven't even taken off yet and there's a bandit buzzing my airfield already! A MIG 29 if I'm not much mistaken!



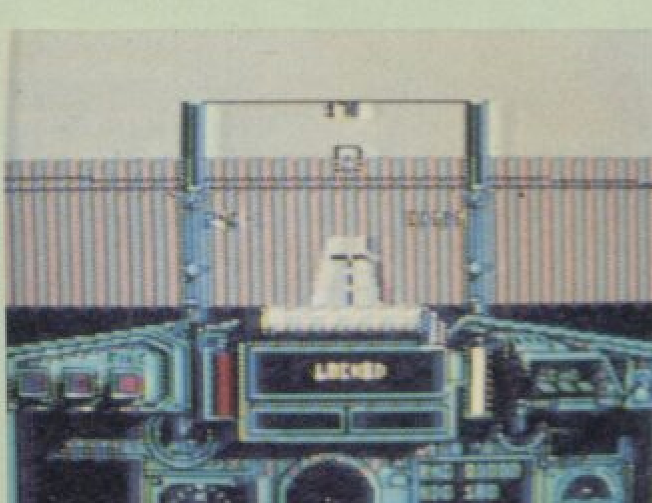
4

Overhead View
Phew! I've given him the slip, now I'm back over my airfield and I'm putting 'pedal to the metal', or whatever the equivalent plane-speak expression is! As I increase speed in my MIG 27 I can watch my wings sweep back from overhead view. Luvverly!



5

Side View
Yeah! This is the stuff, I'm whizzing about all over the shop. .. Eek! Who put those huge skyscrapers there!?! This is another external view of me whizzing through Rapid City. Blimey, that was a close scrape! (Geddit!?)



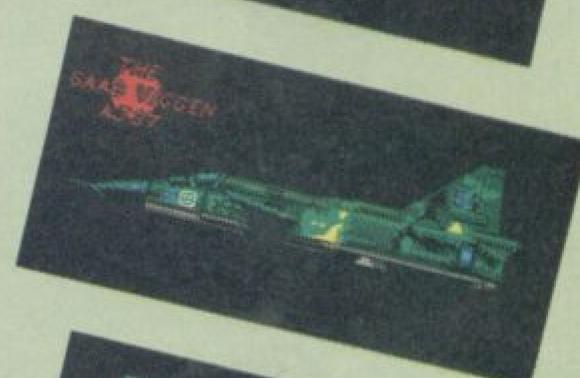
6

Comin' At Ya!
Ah-ha! My first target. Maverick locked on. Heh heh! All set and .. SNIP! Whaddya mean we've run out of space!? Darn it! Looks like we'll just have to wait for the release copies, eh, Spec-chums?!

THE PLANES

Fighter Bomber lets you take control of one of the following aeroplanes. Each has its own 3D shape and a different cockpit layout! As you choose your plane at the start of the game you get to see these impressive 2D pics, a page of info and a 3D animated sequence showing your aircraft as it appears in the game!









Game	*Fighter Bomber*
Publisher	Activision
Programmer	Vektor Graphix
Price	£12.99 cass

Back Issues

Get A Piece Of History! Get A *YS* Back Issue!

Well, here we all are then! The 1990s and no mistake! Mind you, how are you going to prepare yourself for the onslaught of Speccy info that *YS*'ll be throwing at you during the years to come? Why, by plugging up all those gaps in your 1980s *YS* collection and grabbing yourself a Back Issue or two, that's how! Here's the lowdown.

1986

1 JAN '86 · *Commando* cover · So tough it SOLD OUT aeons ago!!

2 FEB '86 · *The Young Ones* cover · *Art Studio* review · Joysticks bench test.

3 MARCH '86 · *V* cover · *Wham Music Box* special.

4 APRIL '86 · *Max Headroom* cover · 128K on test · *Art Studio* tips.

5 MAY '86 · *Batman* cover · Micronet feature · Mike Gerrard joins *YS*.

6 JUNE '86 · *Ghosts 'N' Goblins* cover · Hardware round-up · *Tasword III* reviewed · 128K games feature.

7 JULY '86 · *Rock 'n' Wrestle* cover · *Batman* map · Music For Beginners special · Hard Facts fault-finding chart.

8 AUGUST '86 · *Paperboy* cover. Read all about it! · Hardware special — choosing the complete hardware system.

9 SEPT '86 · *Miami Vice* cover · FREE wild and wacky *YS* stickers! · *GAC* User's Guide · T'zer's coin-op conversions special.

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12 DEC '86 · *Dandy* cover · SOLD OUT!

1987

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20 AUG '87 · *Challenge Of The Gobots* cover · New! Program Pitstop.

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1988

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1989

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YS Adventu

At last the greatest mystery in the entire history of adventure games has been solved. Just who *is* **Denis Reily?** And how come he sends me letters from all around the world, including a recent one from the swanky Ritz Hotel in London? The answer is that Denis is a civil engineer, though you'd never know it from the tone of his letters. He whizzes round the globe building bridges, though he does have a few people to help him, I believe. And in between times he relaxes with the likes of *The Hobbit* and *Myth*.

But enough of this tittle-tattle. What's Denis got to say that's of any interest to anyone? He says that the card game in *Myth* is a bore, even when you've worked out how to cheat and see Charon's hand. "You can speed things up by saving but only with the wonderful Multiface as the SAVE option has been removed at that point in the game. You should save, play a few hands, note the fall of the cards and also which hands you win. Then go back and reload the game, as the cards will fall in the same sequence, so bet 50 obols on your winning hands, and five obols on losing ones." Thanks, Denis. And remind me never to play cards with you. But next time anyone wants to stay at the Ritz, you know whose name to mention.

Still in an international mood, here's a query from **Anders Svensson** of... no, he's not Welsh, he's from Sweden. This is probably the reason why he's having trouble with the mint condition wall in *Mountains Of Ket*. What to do or say after waving the wand, that is the question. Well, I guess they don't have Polo mints in Sweden, so how would anyone there know that you had to SAY POLO? No apologies for printing that forwards, it's a bit obscure even in English!

The next chap *is* Welsh, and that's **Darren Davies** of 20 Cumric Close, Ely, Cardiff, S Wales CF5 4GS. The reason for the address in full? Darren wants to know if there's anybody in the entire universe of adventuredom who's ever solved, placed or even heard of a game called *Ashes Of Alucard*. He says he's looked everywhere for help, but the title draws a blank every time, so can the super-worldwide resources of the mega-global *Your Sinclair* adventure section help?

DP Miller of Clacton is having trouble with his runes. Personally I'd recommend rubbing them with a mixture of vaseline and vinegar. What? Oh, the runes in *Terrors Of Trantoss*! I see, different remedy altogether. To translate the various ancient runes you see scribbled around the place (or the b***** ancient runes as this reader calls them), you first have to get into the secret room at the back of the temple. Inside here is the first set of runes, for which you merely need to SENUR ETALSNART. You should write down the information you're given here, as this will enable you to translate the other runes later in the game. And proving something of a nightmare to this same reader is *Knightmare*. He's got a few items, like the locket and the pitch, but can't find anything constructive to do with them. Can anyone help? If so, write to DP at 118 Nayland Drive, Clacton-on-Sea, Essex.



Simple question from **Ben Sheehy** of Bromsgrove — "When playing the Cover Game, *Red Door*, how do you get past the Anubis?" Easy-peasy lemon-squeasy. Just SIBUNA ELKCIT. Lots of readers have praised *Red Door* from our McPal Tom Frost, and went on to buy more Tartan Software adventures, which certainly brought a warm glow to his sporran. The freebie *Gordello Incident* can't have done him much harm either. So well done, Mr Bielby! What with those and *Karn*, last year was certainly a goodie for giveaways.

Stuart Paul sent me a postcard from Nottingham, where he's struggling with the Prince of Darkness. He asks for help in *Dracula* "before I go mad and start sucking the blood of young virgins myself". You might have trouble finding one in Nottingham, I'd have thought, so I'd better answer the question, which is how to stop freezing to death at the start of Part Two. Stuart says he's got the crucifix, but what next? Well, next you TAES TFIL, then SSORC TRESNI and SSORC NRUT, and I think you should be able to work out the rest for yourself.

RES news

Phil Hopwood is having trouble with the bears in Aberdeen. Okay, just one bear, and it's in *Savage Island* not Aberdeen. I'm afraid the bear in the volcano will kill you at random, Phil, so save regularly. You can gain a bit of protection by going into the lake (GO LAKE) and dropping the watch, which washes the salt off. This attracts the bear for a while, but there's no way of dealing with it permanently. Sorry about that, bit of a pain in the bum that bear.

Lee Beddows of Bolton asks how to get into Kylearan's tower in *The Bard's Tale*. First you need to get the eye from the catacombs. Then when in the castle you must EYE EHT YRRAC when you EUTATS EHT THGIF to get yourself teleported. Same game, and **Darren Bowles** of Manchester wants to know what to say to the Magic Mouth. The answer's RETSINIS.

Can anyone help on *The Myster; Of Arkham Manor*? **Stuart Doree** wants to know in his humble abode at 28 Elizabeth Close, Tilbury, Essex RM18 8EW. If I had a help-sheet or solution or any tips at all then I'd help him myself, but I don't so over to you. What is the highest point you have to destroy, and how do you do it? Where is the potassium nitrate for the gunpowder? How do you grind the corn into flour to give to the barman? How do you destroy the barrier? Tell me or tell Stuart, perlease.

Finally, a rare moment, which is a bit of help on a Level 9 game. **K Thain** of Tyne and Wear says he's got the official help-sheet but even so he can't finish *Lords Of Time*. He's trying to put the spell ingredients he's collecting into the cauldron, but keeps getting killed part-way through. What's going on? The answer is that you can only put two objects at a time into the cauldron, then you must move west, then back again and put two more in, then move west, then back again and put two more in, then move.....Zzzz.



ILLUSTRATION BY ANTHONY COLBERT

Venture forth with Mike Gerrard



● I couldn't believe it when I recently had my very first communication in umpteen yonks from the Adventurers Club Ltd. Supremo Henry Mueller apologised for the delay in operations, due mainly to him having a rethink. Must have been some rethink if it took over six months! And what's the whizzo idea he's come up with after all this time? Why, asking long-suffering punters to part with even more money! Yes, the club will continue, he says, but in a different form. It will now comprise a so-called *Reference Book Of Adventure*, instead of a dossier. Naturally, outstanding subscriptions will be transferred, the only snag being that first you will need to buy one *Reference Book Of Adventure* Deluxe Binder at £6.95 (Access cards welcome). Only ACL could come back after a gap of six months and have the cheek to ask its members to part with even more of the folding stuff.

● **Now news about people who really care about adventures and adventurers, people like John Wilson and Linda Wright, who slave away for months writing their games and then sell them at very reasonable prices. John's Zenobi Software has officially secured the rights to the back catalogue of Marlin Games, the company run by Linda. All of her earliest games will now be available only from Zenobi at £1.99 for either the 48K or 128K version of *Cloud 99* (specify which you want when ordering), or £2.49 for *The Jade Stone* or *The Beast*. The latter really is a spanking game but note that it's only available on 128K format.**

John Wilson's proving to be quite the adventure entrepreneur, and more power to his elbow, or wherever he needs it. He's also signed up for his Zenobi label the exclusive rights to the Essential Myth's *Dr Jekyll And Mr Hyde*, which you may remember won the Mail-Order Aventure Of The Year award from ACL for 1988. John's decided to re-release it at the bargain price for a three-parter of £2.99 for the 48K version, £3.49 for the 128K job and a mere £4.49 for the +3 disk version. This arrangement has come about because the Essential Myth team is, boo-hoo, breaking up, so no more goodies like *Gacpac* or *Book Of The Dead*. Myth-man Lee Hodgson wrote to me to say "Could you thank your readers for all their support? I bet over 95% of all our mail-order sales came from *YS* readers!" Consider yourselves thanked, my little adventure nuts.

There's also news on the compilation front. In answer to Beau-Jolly's *The Tolkien Trilogy*, Zenobi is releasing *The Balrogian Trilogy*. This contains the three Balrog adventures, *An Everyday Tale Of A Seeker Of Gold*, *Bulbo And The Lizard King* and *Fuddo And Slam* for only £2.99. The games are all available, post free, from Zenobi Software, 26 Spotland Tops, Cutgate, Rochdale, Lancs OI12 7NX.

Naturally, as soon as I went and printed my *Mag-Watch* feature, two of the adventure fanzines I mentioned had to change their details, didn't they? The new address for *Adventure Probe* is 67 Lloyd Street, Llandudno, Gwynedd LL30 2BN, while the cost of a single issue of *Spellbreaker* has gone up to £1.50. Editor Mike Brailsford does want to make clear that all existing subscriptions taken out at the old price will be honoured in full. ▶

◀● Official Secrets is still in healthy existence, although (cue hankies again) the subscriptions have had to go up to a whopping £19.95 a year. Heavens to Betsy. But you do get a bumper bundle for your money — cheap software, two free adventures, a telephone helpline and subscription to the *Confidential* adventure mag. The latest issue has just thumped on my desk, as well it might considering the photo of a certain Elvira showing off her... erm, well, her busty appendages. If that doesn't attract the members (so to speak) then nothing will.

But there's more to Official Secrets than that. They're also about to publish the official solution books for the entire range of Magnetic Scrolls adventures. These will be available at £2.50 each, but only to club members. In addition to three-tiered answers to problems (vague hint, less-vague hint and "Okay, here's the answer, moron") there'll be full maps too.

Also, if there are any unemployed adventure addicts out there, who live in easy reach of Harlow in Essex, then contact John Trevillian, PO Box 847, Harlow CM21 9PH. John's looking for a minion to expand the Official Secrets team, but it must be someone familiar with adventures and role-playing of course.

● Those who remember William Young's SAEC tape magazine will recall that he went on to put his energies into Global Games, a new adventure software label. Among the early releases is *Diablo!*, which is a great adventure and was very well received by me in these very pages last year. I did say that the Global Games version wouldn't have the full documentation that the original version as sold by the author had. William ticks me off and says of course the Global version will be fully documented. Humble apologies, grovel, grovel, grovel. This three-part adventure is available from Global at £4.99 for the 128K version and £2.99 for the 48K game. Global also has eight other 48K adventures on its list, and a couple of 128K-only ones. Prices start at £1.99, so send for details to Global Games, 4 Kilmartin Lane, Carluke, Lanarkshire ML8 5RT.

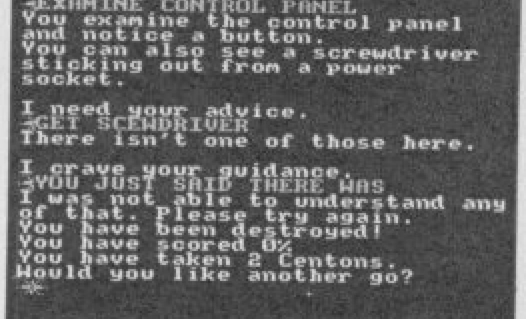
INTRUDER ALERT

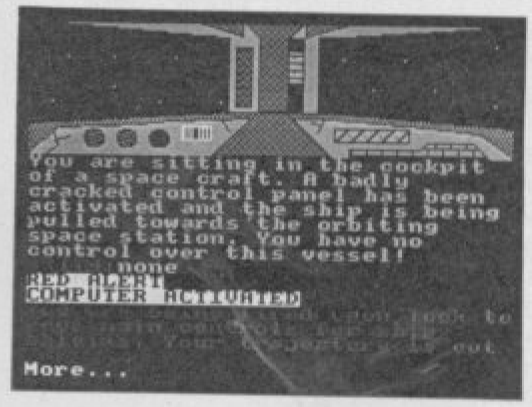
Compass has produced some excellent titles in the past, like the *Demon From The Darkside* trilogy, but in its new game, *Intruder Alert*, the theme is space, the final frontier, where you boldly go and get to utter those immortal words "Beam me up, Twonk". Twonk? Yes, well, we'll come to Twonk in a minute.

There's a neat intro screen giving a great sense of the depth of space, then a dramatic fanfare greets you in the first location — okay, as much of a dramatic fanfare as the Speccy can manage. But it really sets the scene well, especially as you discover that you're in a space ship heading straight for a space station and "you have no control over this vessel! Exits: none". Blumin' 'eck. Examine the control panel in front of you and there's a flash as something seems to short-circuit and it's "Another go? Y/N" time already.

The sound and visual effects (and the game is full of them) show that author Jon Lemmon is really trying to get the most out of *PAW* — and showing just what can be done. There's more drama with the HELP function, and even the RAMSAVE gives you a squeak to let you know it's been done.

If you survive the impending collision at the start, you're beamed aboard the space station where your job is to explore it then get yourself down to the nearby planet and find out what's going on before a meteor strikes. Something's destroyed the satellite link to Earth and you (Captain Garth Conard) have been sent out to investigate, and... oh, you





know the kind of thing.

First you have to deal with Twonk though. He's a robot of very little brain — in fact, no brain at all unless you can repair him. Sadly my first attempt only succeeded in blowing his head up. Sort him out and you can then talk to him, although he's not a very good conversationalist but might be able to beam you up and down to the planet beneath... if you can tell him the co-ordinates he needs.

The parser could have been better. You don't often get a response to EXAMINE and I spent ages trying to fix a broken lift before hitting on the right command — all the ones I'd tried meant the same thing, but had no effect. There are a few spelling mistakes (like 'meltted' and 'ventalation') but no bugs that I could find, which is more important.

Intruder Alert is a very professionally produced adventure, the first of two parts, and keeps up Compass' high standards. Nice to see the price kept down to £1.99 as well. Screen layout is excellent, neat graphics — so what more do you want, blood? Just buy it, and claim your free Twonk with every game.

FAX BOX

Title .... *Intruder Alert*
Publisher .... Compass Software, 111 Mill Road, Cobholm, Great Yarmouth NR31 0BB
Price £1.99

Graphics	■■■■■■■□□□	8
Text	■■■■■■■□□□	
Value for Money	■■■■■■■■■□	
Personal Rating	■■■■■■■■□□	



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DESERT ISLAND ADVENTURES

David Nimmo of West Lothian says he hasn't noticed a Desert Island Adventures recently, so thought he'd compile his own. A bit of initiative, that's what I like to see. Besides, it saves me filling up this little bit of the page myself. Okay, so while I go for a cup of cold bovril, over to Nimmo.

1) *Ingrid's Back.* Brilliant puzzles, brilliant humour and I solved it. Need I say more? (*Yes, if you expect a badge. Mike*)

2) *Gnome Ranger.* As above except I didn't solve it. I seem to have this affinity towards gnomes. (*See your doctor. Mike*)

3) *Lancelot.* I'm still working on this one, but so far I love the puzzles that I've managed to solve.

4) *Knight Orc.* Not as good as the three above, but still a fun adventure. Okay, so Level 9 are bribing me, but I deserve it after all their games I've bought!

5) *The Hobbit.* My first adventure game ever. It took me six years to solve and even then I needed help.

6) *The Secret Of Little Hodcome.* My favourite Zenobi game. I like the feeling of mystery and suspense with a touch of humour.

7) *The Balrog And The Cat.* A great game with loads of jokes and brilliant text.

8) *Behind Closed Doors.* A one-location game can't be very good, can it? Yet this one fares better than many full-sized games. Masses of funny text and inputs to try.

9) *Rigel's Revenge.* A good adventure with great puzzles.

10) *From Out Of A Dark Night Sky.* I think this one deserved a mark of eight. (*Definitely no badge for you. Mike*) It created a really spooky atmosphere. A bit like a low-budget, B-rate *Invasion Of The Body Snatchers* meets *The Time Tunnel* movie.

GET YOUR PAWS OFF!

In that brilliant book *Adventures On The Spectrum* (you may have heard of it), I conclude that by far the best adventure-writing utility is Gilsoft's *Professional Adventure Writing System*, or *PAWS* for short, or *PAW* for even shorter. The only slight snag is that it's a mite pricey at £22.95 for the tape version and £27.95 (caramba!) for the +3 disk version, so I suggest you shop around.

Well cease that shopping pronto, Specchums! If you can't get to the bargains, old Mikey-poos will bring the bargains to you. In a totally sponditious gesture of goodwill to all *Your Sinclair* readers, Gilsoft has agreed to celebrate the season by knocking a handsome, not to say gorgeous, seven quid off the price of a *PAW.* Heavens to Betsy, whoever she is, but this means the price of a tape version comes down to a totally affordable £15.95, including postage, and the +3 version is now £20.95, also including the Royal Mail's chunk.

It's gotta be the bargain of the year (apart from *Adventures On The Spectrum* of course, which tells you how to go about publishing your adventure after you've written them on *PAWS*). The tape version, by the way, is for 48K, 128K and +2 machineroonies, but allows those of you with big ones to get the most out of the available memory for your machine, while the +3 version is, erm, well, for +3s only.

I'm sure we all send hugs and kisses to the magnificent Gilsoft for making this offer, which is exclusive to *Your Sinclair* and only availabe on producing the coupon, or a photocopy if you can't bear tearing your beloved *YS* to shreds.

TO: Gilsoft International Ltd, 2 Park Crescent, Barry, South Glamorgan CF6 8HD.

You are the most generous company in the world, and I hereby claim my special discount price copy of *PAWS* as available exclusively to discerning readers of *Your Sinclair.*

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KIND SOULS

Seems like we haven't had a Kind Souls for ages, and people are falling over themselves just to get in, which doesn't half make the office untidy. So here, in the name of our new Keep *YS* Tidy campaign, are the people to write to if you're stuck on any of the adventures they've listed. Always enclose an sae (otherwise they have my permission not to reply), don't ask for full solutions unless they're offered, and try to be as specific as you can about where you're stuck in the game.

Mark Walker, 34 Manvers Court, Snienton, Nottingham NG2 4PF, claims to have solved this little lot, so why not check he's telling the truth by writing and asking him questions on them. Here they are – *Africa Gardens, Alter Earth, Arrow Of Death I/II, Bored Of The Rings, Brian The Bold, Classic Adventure, Crown Of Ramhotep, Castle Eerie, Circus, Custerd's Quest, Colour Of Magic, Davy Jones's Locker, Dracula, Demon From The Darkside, Eye Of Bain, Eureka I/II/III/IV, Earthbound, Erik The Viking, Everyday Tale Of A Seeker Of Gold, El Dorado, Escape From Devil's Island, Excalibur, Football Frenzy, Golden Apple, Golden Rose, Green Door, Ground Zero, Hampstead, The Hobbit, Hexagonal Museum, The Hollow* (graphics version), *Invincible Island, Ice Station Zero, Jewels Of Babylon, Journey To The Centre Of Eddie Smith's Head, Jack The Ripper I/II, Kentilla, Knight's Quest, Lord Of The Rings, Magic Mountain, Marie Celeste, Message From Andromeda, Mafia Contract I/II, Matt Lucas, Open Door, Prospector, Planet Of Death, Pharoah's Tomb, Perseus And Andromeda, Prophecy One, Quann Tulla, Quest For The Holy Grail, Return Of The Warrior, Return To Ithaca, Robin Of Sherlock, Red Lion, Red Door, Red Moon, Seabase Delta, Subsunk, Spy Trek, Secret Of Little Hodcome, Shrewsbury Key, Shipwreck, Secret Mission, Sorcerer, Soho Sex Quest* (you perv!), *Ten Little Indians, Temple Terror, Terrors Of Trantoss, Tangled Tale, Theatre Of Death, Urban Upstart, Valkyrie 17, Vera Cruz, Very Big Cave Adventure, Warlord, Waxworks, White Door, Winter Wonderland, Yellow Door, Zacaron Mystery* and *Zzzz*.

Next champion of the adventure world is **Darren Davies**, 20 Cymric Close, Ely, Cardiff, S Wales CF5 4GS. Darren's just dying to help out on *Circus, Hampstead, Valkyrie 17, Spiderman, Hulk, Espionage Island, Message From Andromeda, Waxworks, Golden Baton, Terrormolinos, Neverending Story, Sorcerer Of Claymorgue Castle, Escape From Pulsar 7, Gremlins* and *Ten Little Indians.*

Not sure of the next Kind Soul's name! Looks from the scrawl like **Barry Durrens**, but the address is clear enough and that's what matters – 195 Warrington Road, Whiston, Liverpool L35 5AF. The list of conquests is clear enough too, so here goes – *Dracula, Wolfman, Golden Eggcup, Jekyll And Hyde I/II, Fairly Difficult Mission, Rigel's Revenge, Seabase Delta, Espionage Island, Planet Of Death, Matt Lucas, Spiderman, Mafia Contract II, Custerd's Quest, Mindfighter, Mindshadow, Federation, Colour Of Magic, Gremlins, SMASHED, Knightmare, Red Door, Touchstones Of Rhianon, Kwah!, Urban Upstart, Rebel Planet, Football Frenzy, Cricket Crazy, Star Wreck, HRH, Cuddles, Harvesting Moon, Faerie, Big Sleaze* and *Bored Of The Rings.*

Barry's also keen to get hold of copies of *The Very Big Cave Adventure, Bugsy* and *Robin Of Sherlock.* If anyone's prepared to sell them, or swop for any of the above games that Barry's finished, then let him know pronto.

Finally, there's a regular writer to *YS*, and that's **Jim Donaldson** whose address is c/o Connelly, 132 Stamford Street, Glasgow G31 4AU. Jim says he's had lots of help from plenty of people over the years, so is happy to return that by helping out anyone stuck on *Bulbo And The Lizard King, The Calling, Challenge, Custerd's Quest, Davy Jones's Locker, Demon From The Darkside, Eureka (I-IV), Excalibur, Football Frenzy, For Your Thighs Only, Gremlins, Hammer Of Grimmold, Hampstead, Holy Grail, Inspector Flukeit, Jade Necklace, Jade Stone, Kentilla, Labours Of Hercules, Legend Of Apache Gold, Lifeboat, Mafia Contract, Matchmaker, Matt Lucas, Mordon's Quest, Mutant, Neverending Story, STI, Scary Mansion, Se-Kaa Of Assiah, Secret Of Little Hodcome, St Brides, Seeker Of Gold, Soapland, Urban Upstart, Vera Cruz* and *Witch Hunt.*

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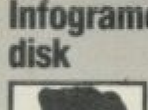
STIR CRAZY

featuring BOBO

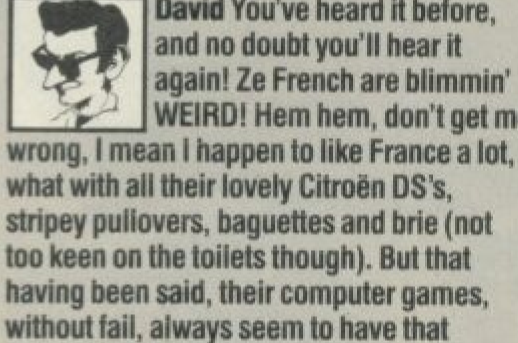


Thrill to the excitement as our hero Bobo (who?) actually PEELS POTATOES! It's not all *Prisoner Cell Block H*-type drama in the nick you know.

Infogrames/£9.99 cass/£14.99 disk



David You've heard it before, and no doubt you'll hear it again! Ze French are blimmin' WEIRD! Hem hem, don't get me wrong, I mean I happen to like France a lot, what with all their lovely Citroën DS's, stripey pullovers, baguettes and brie (not too keen on the toilets though). But that having been said, their computer games, without fail, always seem to have that unmistakable hallmark of weirdness about them.



Eurgh! Whilst trying to 'nudge' my cellmates to stop them snoring I've tripped over the... er... potty and got covered in ghastly horribleness.



Bounce those prisoners over the wall to the left or right. It's like one of those hand-held Nintendo games with better graphics, but it's another single screen game.

Weirdness isn't necessarily a bad thing, of course – sometimes it can make for an original and amusing game. Here's the latest and it registers a hardy nine point nine on the *YS* Weird-O-Meter. It's called *Stir Crazy*, it's the latest release from Infogrames, and it's been programmed by our old chums Probe Software. In France, this game is simply called *Bobo*, after a well-known Belgian cartoon character. Since we've never heard of him over here the game's name has been changed, but keeps the subtitle *'Featuring Bobo'*.

Anyway, Bobo is in prison – what crime he's committed has not been made clear – but the game is based upon his escapades 'inside'. There are five separate sections based on his prison life, which, apart from trying to escape, include the mundane activity of 'doing time'. Yep, there's one whole sub-game here devoted to serving porridge! Its single screen represents the canteen, where Bobo has the job of serving grub up to his fellow inmates. You start with just one prisoner beating his plate on the table and one pot of porridge in the serving hatch. Fetch this and dish it out. Eventually, more prisoners will appear making your task more tricky as you jog between them and then back to the serving hatch for fresh porridge. Weird, eh? But wait...

Next we have the Preparing Potatoes section! It's a waggler based on (wait for it) peeling potatoes! Bobo sits on a stool at the bottom of a chute and peels. Press Down to pick up a tattie, waggle left and right to peel (check your potato status on the sprite in the bottom right-hand corner!) and fire to toss it over your shoulder. If you shirk on the peeling you'll get your spud thrown back! Add this to the fact that copious quantities of these potatoes keep tumbling down the chute and you'll realise that this is one big waggle against time. Eeek! Peel as many as you can before you get swamped!

In the third part we find out that Bobo has had enough of this exciting lifestyle and is bent on escape! Here you get to move left and right in the bottom area of the screen with a trampoline. Your objective is to bounce the convicts over the walls to freedom. They keep leaping out of windows and increase in number as you progress. The fourth segment catches up with him once he's actually escaped. Here he's viewed from behind as he runs along three electrical wires (don't try this one at home, kids). This is again very similar to one of those hand-held games, as you jump from one wire to another as sparks appear. Okay, so Bobo, in the true nature of his cartoon original (so I'm told), obviously gets caught every time he escapes 'cos the final part finds our cutie-pal back in the slammer, snuggled up in his dormitory bed. Your aim here is to sleep (not kill things, not kung fu anyone – just sleep!). The only problem is that your cell mates all snore so much they keep you awake. The only way to silence them is to climb next to their bunk and nudge them. (Don't try this one in prison, kids!) In the middle of the cell is the... er... chamberpot (what did I tell you about French toilets!?). If you trip over this, apart from getting covered in 'horrid beastliness', you'll also wake everyone up! Nudge all the snoring cell mates, hop over the potty, climb back into your bunk and get some shut-eye. You gain points when Bobo sleeps.

Er, and that's it really – five separate games which you can choose to play individually or together. Although they obviously star the same character the games don't actually represent five levels of the same game, but rather are five different subgames. Apart from the electrical wires section, which is a scroll-into-the-screen game, the others are all based on one screen. The sprites are very big and some of the animation is great. The way that Bobo scowls when his peeled potatoes are rejected or when he keeps sneeking a spoonful of porridge for himself when he's standing idle in the canteen are nice touches which I assume are true to the original comic character.

The problem is the gameplay. I mean you can play every game in about two minutes flat. Ho hum. I guess this one's aimed at a much younger age group than our usual fare, and is probably quite acceptable as such. It would help a great deal if Bobo had the popularity here that he enjoys in the land of the onion too. Nicely executed but extremely limited seems to be the penultimate bottom line. French games – weird or what!?



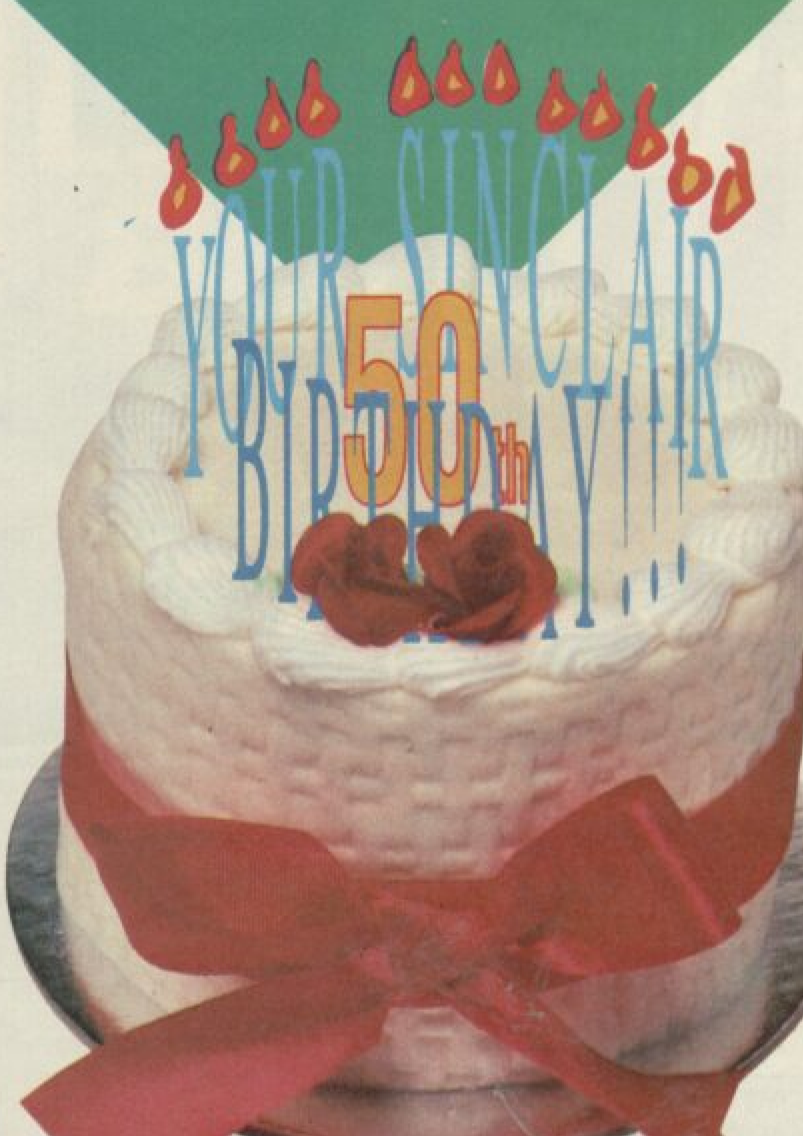
finalverdict

LIFE EXPECTANCY	GRAPHICS	ADDICTIVENESS	INSTANT APPEAL
50°	70°	70°	60°

DIAGNOSIS

Five independent sub-games all starring an obscure Belgian comic character. Quite well executed in their way but small and short-lived.

BLIMEY! IT'S THE ...



T'zer's 1986

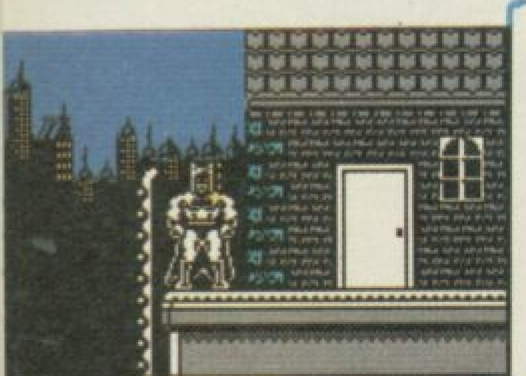
Hah! If you thought you'd got rid of me you're wrong! I'm back (well, actually I never left) to remind you just how brilliant *Your Sinclair* used to be when I was working on it!

I started out as Production Editor on the very last edition of *Your Spectrum*, just before it turned into *Your Sinclair. Your Spectrum* was a much more techy and boring magazine, with oodles of program listings but not many pages and hardly any colour. We soon changed all that though – the new mag had over 100 pages and majored in full colour game reviews. Not only that, it was just as wacky in 1986 as it is now. And best of all it featured me, T'zer! Hurrah!

***Your Sinclair* has changed quite a lot since then of course. Old features have been dropped along the way (who remembers *From The Hip* or *Hacking Away*?) and been replaced with new, hopefully snazzier ones. The people involved have changed too – whatever happened to the original Ed, Kevin 'Kippers' Cox, for instance? Or reviewers like Rick Robson and Alison Hjulo? Who can tell?!**

Still, despite all the changes, *YS* is just as good now as it was back in '86 (despite Matt's recent efforts to make it as crap as he can). The games we review are just as good too. To kick things off, here's the lowdown of my personal top four from that very first year of *Your Sinclair*.

Yes, it's party time! Good old *Your Sinclair* is now 50 issues old. Join *Marcus Berkmann, Matt Bielby* and *T'zer* as they take a look back at the best games and the weirdest jokes of the greatest mag in Spectrum history. Hurrah!



BATMAN
Ocean

Holy Incredibly Dodgy Dynamic Duo! The Caped Crusader made his Speccy screen debut in this Ocean arcade adventure in May of 1986. In this batty tale Batman had to rescue his bosom buddy Robin (the boy hostage) from the evil clutches of those Gotham gangsters The Joker, Penguin and Riddler. The game first took our chisel-jawed hero in search of all his Bat-equipment, particularly his Batboots, Batbelt, Batbag and Bat-thruster(!!!), and then all around the Batcave 'Batacombs' to collect the seven pieces of the Batmobile to use in raunchy Robin's rescue.

I loved Ocean's original *Batman* – when it first appeared it was one of the best arcade adventures we'd ever seen on the Speccy, and it was based around my favourite comic hero to boot! There were over 150 rooms, all with extremely detailed and colourful graphics, and the Batman sprite was excellent. He even used to tap his foot when he got bored waiting for you to make the next move! A definite fave rave of the '80s, and a well deserved *YS* Megagame.



PAPERBOY
Elite

A real golden oldie from Elite. Out at the time when the company was in its heyday – if it was an Elite arcade conversion it was always gonna be a good 'un.

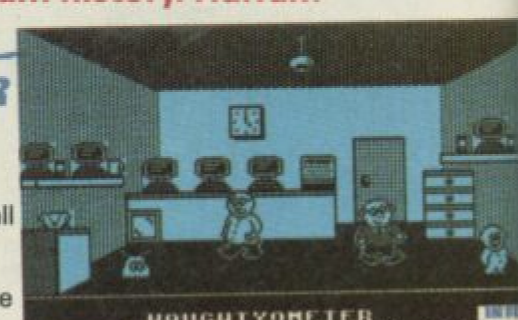
You played a (you guessed it) paperboy, who was out on his bike delivering the *News Of The Screws, Stun* and *Daily Snail* (it's not a snoozepaper)! You got BMX bikers (remember them?), drunks and cars to dodge – not to mention other problems like not breaking the windows of the houses you were delivering to! It weren't easy!

***Paperboy* was frenetic and fun, demanding quick reactions and a good memory (so Matt wouldn't have been any good at all!). (*Oi! Ed*) The graphics were massive and very detailed – just like the original coin-op in fact. It scored a *YS* Megagame back in November 1986 which should come as no surprise – a game that really did deliver!**

Down The Dumper!

There've been oodles of software houses over the years. Here's ten great and not-so-great names which have disappeared off the face of the earth. Some changed their names, some got bought by other companies, and some were just a bit crap and went bust! Still, they're all sadly missed. Adieu, Durell, Mikro-Gen, Ariolasoft, Odin, Sparklers, Martech, Alpha Omega, Microsphere, Streetwise and Lothlorien.

JACK THE NIPPER
Gremlin



Oooh! Naughty but very nice! Great coin-op conversions are all very well (most are well-programmed and give great gameplay) but my very favourite games are the good original Spectrum products. And very few are as original or *funny* as the inimitable *Jack The Nipper* was from Gremlin – a game with a lorra laffs. It came out in September of 1986 and proved to be a spanking good game – in more ways than one!

You played the cute little baby, Jack, who was not all he appeared to be. In fact he was a downright pain in the pram! After managing to escape the confines of his cot he crawled about, armed with his trusty peashooter, causing mayhem wherever he went! But he didn't always get away with his jolly japes and puerile pranks – if he got caught he got a good smack. And when he got spanked (oo-er) he peed his nappy and then got the dreaded nappy rash! Blimey!

The Nipper was reet gradely when it first came out – good cheeky, churlish fun. The graphics were bright and big, Jack looked a treat, and the sound effects loud and brash. But best of all were all the humorous touches which really added to the already excellent gameplay. One of the best arcade games I played all year, even if it did deserve a good smack! Wah! Wah!



Covers!
May 1986
January 1987
December 1988
April 1989
Above.



The Best Of The Rest

Sabateur Great graphics, great gameplay and over 118 screens!
Rasputin Ra-Ra-Rasputin!! Remember the crazy monk, russian around all over the place in a colourful 3D maze?
Worm In Paradise Bizarre Level 9 adventure, complete with 'inflatable Kim Kimberley'! Blimey!
Sweevo's World Cute and cuddly, Sweevo was a walking disaster area. The Speccy's answer to Laurel and Hardy!
Movie Of all the games in all the world you had to walk into mine! Your chance to play a real dick!
Theatre Europe Fighting them in the trenches, on the beaches etc.
Dandy Ace *Gauntlet*-style maze game, full of potions, prizes and puzzles.

The Irrelevant Top Five

We've had lots of features here in *YS* that have had nothing to do with computer games at all! What's the point? Why do we do them? (It's because they're funny, that's why!)

1) Photo Love Stories
- ***Love In A Cold Climate* (March '89)**



- ***A Heavenly Surprise* (January '90)**
Were they just excuses for Matt to dress up as an angel, 'Whistlin' Rick' Wilson to snog art chick Catherine, Prod Ed Andy to get steamingly drunk and everyone to generally act the goat? (Of course they blooming well were!)



2) *Trainspotters Throughout History*
(Nearly every issue since Feb '87)
Does anyone really want to know what Selina Scott, 'Whispering' David Attenborough and Jim Bowen think about deltics, BR sandwiches and trains in general? (Of course they blooming well do!)



3) *Hold My Hand Very Tightly* by Whistlin' Rick Wilson
Was it really played on Radio One? Is 'our Rick' really the dreamiest man in pop? Do people still write in demanding Whistlin' Rick ditties on every Cover Tape? (The answers, of course, are yes, yes and yes!!)

4) *Vox Pop Interviews*
Can *YS* really go down to Regent's Park Zoo and the Virgin Games Store on Oxford Street and find hundreds of *YS* readers all willing to answer questions like 'Who's the sexiest zoologist in the world?' and 'Have you ever been tempted to wear your underpants over the top of your trousers?' (Of course we can!)

5) *Lonely Hearts*
(Most issues since June '88)
Is the world really full of "Hunky 13 year old Speccy owners, looking for sexy girls aged 12 to 14. Good time guaranteed!"? (Just look around you! Of course it blooming well is!)

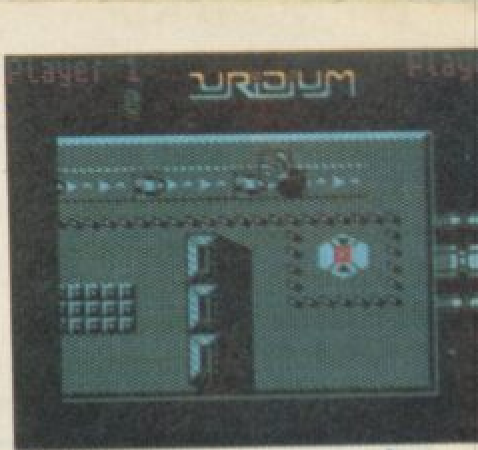
6) Honorary Mentions
- *YS* Takes On The Police (May '89)



- *YS* Personality Test (August '89)
- *National Rescue* cartoons (many issues)
- *YS* Short Stories (Jan '89 and others)
- *Dogfight* — *YS* Exclusive Board Game (Jan '89)

And nearly all of *Pssst*...

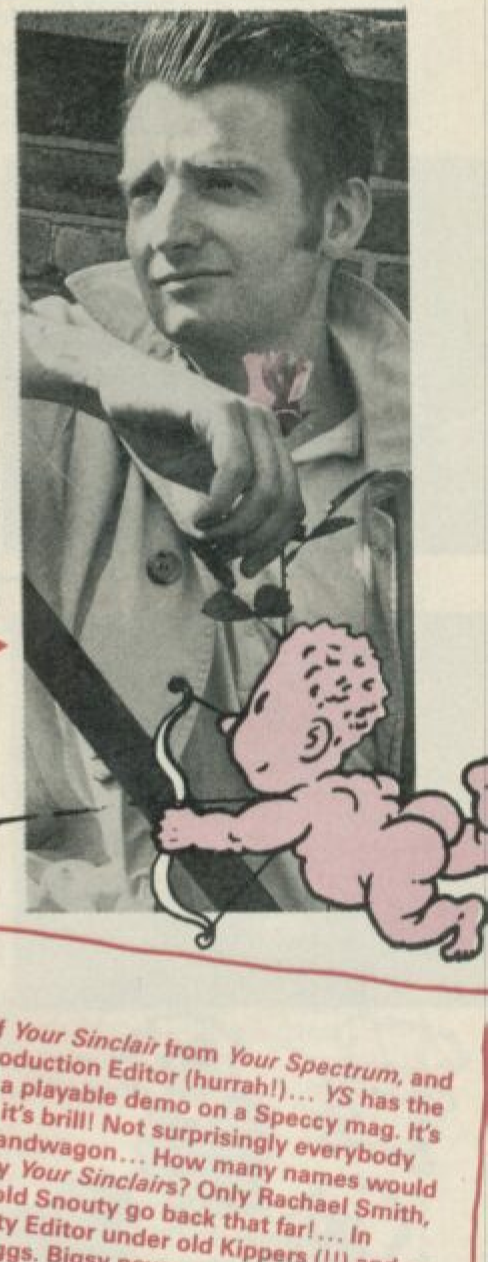
URIDIUM
Hewson



The shoot-'em-up to end all shoot-'em-ups. This one was the crème de la crème — and I even reckon there's very little around that can touch it now! 'Kippers' Cox and I used to spend many a happy hour blasting each other. It was the game that spawned all those old scrolling jokes (you haven't got a clue what I'm talking about? Better pick up a back issue or two, hadn't you?) which soon became too painful to bear — so I won't make any now!

The plot was simple — guide your Mantra (uuum...), sorry Manta ship through the various levels (planets) from one (Zinc) to nine (Uridium — hence the rather 'metallic' name of the game), blasting everything from mines to dreadnoughts on your way!

And was it fast! I could turn my Manta on a sixpence and zoom off at a billion miles an hour in pursuit of the interplanetary rag 'n' bone men. I could dodge every flea-bitten mine launcher in my path and still read *Bunty* on the way!



ETC

January sees the launch of *Your Sinclair* from *Your Spectrum*, and T'zer starts as a humble Production Editor (hurrah!)... *YS* has the first-ever tape giveaway of a playable demo on a Speccy mag. It's *Rasputin* from Firebird and it's brill! Not surprisingly everybody else swiftly jumps on the bandwagon... How many names would you recognise from the early *Your Sinclairs*? Only Rachael Smith, Pete Shaw, T'zer and good old Snouty go back that far!... In March, T'zer becomes Deputy Editor under old Kippers (!!) and we take on a new girl — Sara Biggs. Bigsy never puts her trusty stick down for a second!!... It also sees our first Megacompo in which we give away squillions of brilliant prizes. Old timer Pete Shaw leaves to become a freelance technical consultant, though the content of the mag is becoming more and more gamesy... April sees the appearance of the first *YS* Badge which we give away for contributions. The poor winner's still waiting for it now!... In May that old adventure wizard, Mike Gerrard, makes his debut — and the old timer is still going strong... T'zer gets hundreds of love letters after her picture appears in a music feature! She still gets a few each week!... July sees Phil South become a permanent member of staff — after he squeezes into the office... In August we run the second Megacompo — a real summer sizzler, with yet more 'beautiful' cheesecake shots of you-know-who!... A brand new invention from Sir Clive makes its debut in November. No, not the C5 — it's the Spectrum 128K+2!... In December Martin Dixon, the first Art Editor, departs (sniff) and sexy Caroline Clayton takes over. Little does Kippers Cox know that he's next for the chop! Hee hee!

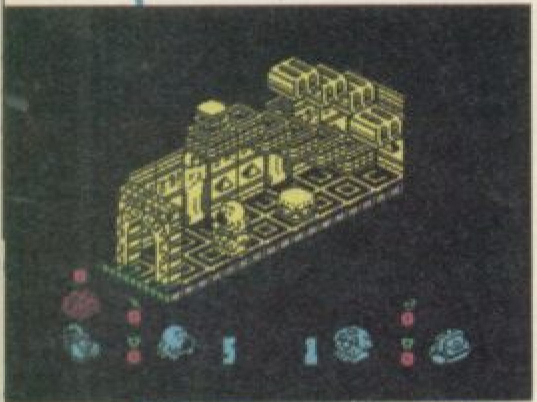


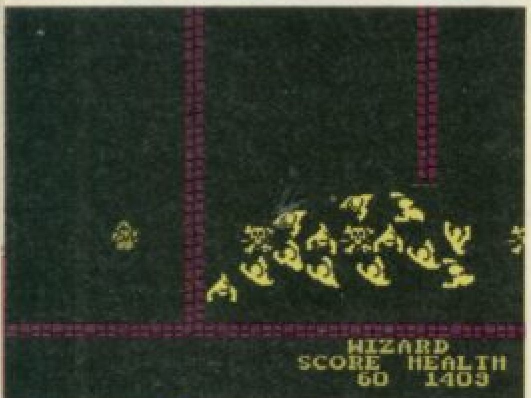
Marcus' 1987

I started as Staff Writer on *YS* at the start of '87, so I've obviously got a bit of a special affection for the year, but even so just look at the line up — it's just classic after classic after classic! I don't think it's ever been quite so good since.

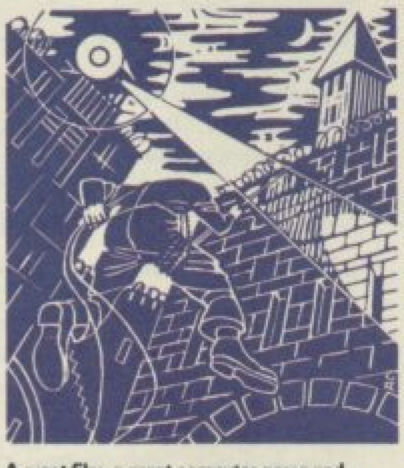
HEAD OVER HEELS
Ocean

Jon Ritman's follow-up to *Batman* (the original, not any of these cockermamie follow-ups, PURLEEEESE!) was an instant favourite in the *YS* office, bringing into being *The Clinic* (set up purely to help people snagged in its labyrinthine workings) and ruining my summer — I just didn't do anything else. I still feel that this is the best game ever seen on the Spectrum, and one of the very best on any computer. Taking the 3D isometric format to undreamt-of levels of sophistication, *HOH* was first and foremost a brill GAME — superbly structured, and with precisely the right degree of difficulty. As with all the very best games, there was always something new to learn — a better way of doing something which you'd never thought of before. Unsolvable problems had a way of suddenly becoming blindingly obvious, and, just to show that we're all fallible, you needed arcade skills to survive as well. I never completely finished it — the final couple of screens were beyond me as a player — but in a way I'm pleased about that. Otherwise what would be the point of loading it up again...?





Gauntlet — one of the best known computer games ever, and responsible for the famous phrase "Hmm. It looks a bit *Gauntlety*." Left



A great film, a great computer game and Ocean Software. Sounds familiar? It all started with *The Great Escape*! (Well, sort of.) Above.

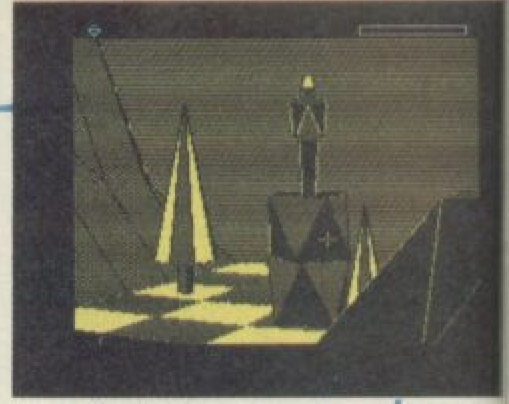


And three cheers for Jack too! He's the second greatest etc etc. Left.



Worst Ever Spectrum Add-On

A difficult one, there have been so many useless gimmicky little things, but for our money the most ludicrous ever was... 'Le Stick'! This was a French joystick which basically consisted of a joystick shaft stuck directly to the table with a single suction pad, removing the need for a joystick base! Oh, brilliant! The thing just wobbles all over the place, pulls straight off the table, and can't be hand-held because there, um, isn't actually anything there to get your second hand around. What a monumental waste of plastic!



THE SENTINEL
Firebird

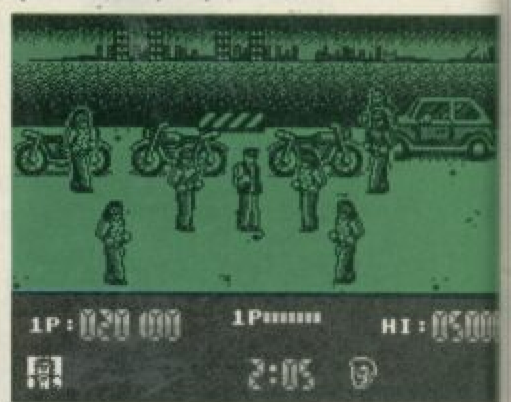
Another remarkable game, which, although it originated on Another Computer, was never better than in its Spectrum incarnation. (Certainly the 16-bit versions you can buy are manifestly inferior.) Completely original in concept and execution, the game took place in a stunning collection of weird 3D landscapes, with 10,000 different views in all. Dumped on the lowest plateau of many, you had to teleport to higher levels by 'consuming' any visible trees or robots, while taking care not to be consumed yourself by the Sentinel, which sat on the very highest level slowly revolving on its square. Before it found you you had to find it — a tense time was had by all. As with *Head Over Heels*, the genius of *The Sentinel* was that it not only looked amazing, but it played superbly as well. And to think, the two came out in the same month...

The Best Of The Rest

Gauntlet **The original, the biggest and the best...**
The Great Escape **Endlessly exciting 3D isometric wartime exercise.**
Future Knight **Underrated platforms 'n' ladders chaseabout.**
Auf Wiedersehen Monty **The last of the Monty games, in which our good ol' mole went travelling.**
Enduro Racer **The motorcycle racing game bar none.**
Rana Rama **Terribly clever frog-based arcade adventure.**
Stormbringer **The last and weirdest of David Jones' *Magic Knight* trilogy. Get the 128 version.**
Exolon **Shoot-'em-up of the year. Fast, furious and something else beginning with 'f'.**
Jack The Nipper II **Better than the original, I thought. Fab graphics and a clever game to boot.**
Renegade **Hugely popular coin-op conversion that still plays a treat.**
Mercenary **You didn't think I was going to leave this out, did you?**



Three cheers for Monty Mole! He's the greatest character ever to appear on the Spectrum! (Well, perhaps.) Above.



Renegade — the original scrolly beat-'em-up, oft imitated, seldom bettered. Right.

ARKANOID
Ocean



Although a coin-op conversion, none was as faithful or as straightforwardly addictive in 1987 as *Arkanoid*. A variant (and then some) of the prehistoric arcade game *Breakout*, it retained every aspect of its arcade original, and proved endlessly challenging to those poor fools who became hooked, including M Berkmann. There was simply nothing for it — I had to have another go. "Get on with your work," T'zer cried from the other end of the office, beaning me with a cassette recorder, but I just had to get on to the next level... We've all been there, haven't we, Spec-chums? The little pills dropped by bricks you'd hit let you turn your bat into a laser, a double-sized bat and countless other things — including the beloved 'B' pill, which let you jump into the next level with no further ado. The hardest level, as many will tell you, was Level 23 — an absolute %$£&er, which took me many weeks of patient application until I cracked it. *Arkanoid II*, a year later, was just as good — better puzzles and a choice of screens throughout — but for sheer impact, nothing could beat the first.



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QUAL-SOFT COMMENT: At last an INTELLIGENT management game for the knowledgeable soccer enthusiast!

TAPE 1 QUALIFIERS

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TAPE 2 FINALS

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- ★ Current squad of 16 players + 20 user defined players.
- ★ Friendlies in Athens, at Wembley + South American tour.
- ★ ANY team formation you choose. 2 from 5 substitutes.
- ★ In match tactics: any no. of individual player adjustments.
- ★ Your qualification group: full results and table.

TAPE 2 (Finals)

- ★ Choose a 20 man squad to take to the finals.
- ★ Group of 4 prelims. 16 to final knockout comp.
- ★ Extra Time, PENALTY SHOOT-OUTS, where relevant.
- ★ Formation and strength information on opposition.
- ★ 2 from 9 substitutes (the FA tells us so).

ENGLAND'S GAMES: FULL PITCH, 22 MAN, 3D GRAPHICS & SOUND EFFECTS

QUAL-SOFT comments: With 5 levels of play, 12 depths of sophistication, and "fun" graphics, this game can be enjoyed by an 8 year old youngster as a "fun" game and by the most sophisticated as a tactical/strategy challenge of the highest order.

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Marcus' 1987 cont.

DRILLER
Incentive

It was a close-run thing, as I was compiling this piece, between this and *Mercenary*. But *Mercenary* was a conversion from a C64 game that had been out a year or more. *Driller*, on the other hand, was brand spanking new, its revolutionary Freescape system going on to inspire two even better games, *Dark Side* and *Total Eclipse*. On the planet of Mitral, every object could be viewed from every direction, and although the computer took a while to process all the information (meaning it wasn't too fast) you were suddenly walking or flying through a detailed landscape that went far beyond anything tried before. The game too was intriguing, a sort of arcade adventure with knobs on that occupied Phil's attention for an almost sackable length of time, and filled both *Tipshop* and *The Clinic* for months.



Blimey! Here are a whole load of Joystick Jugglers from the dim and distant past! Can you remember who they all are? In fact, can you remember who any of them are? (We can't!)



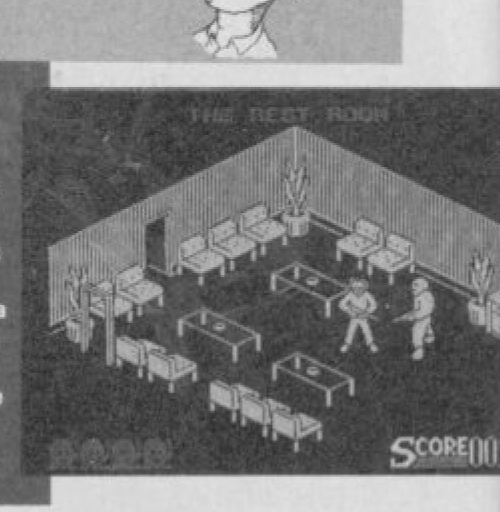


Blimey! Steady on, old boy! This is meant to be a family magazine! (The *Barbarian* adverts caused a stir.) Above.

Yikes! Whether you played the US or the UK version, *Aliens* was bound to put the willies up you! Right.

YS "Worst Games Ever" Award

There are good games, bad games, and then there are absolutely ludicrously terrible games! We've seen a fair few of them here at *YS*, but after a quick chat around the office we've managed to pick out one 'winner' — *SAS Operation Thunderflash* from Sparklers. This was a 3D isometric budget game from the first half of '87, and was just ridiculously hard. Nobody at *YS* could get beyond the first screen, and that included ALL the freelancers. Terrible!

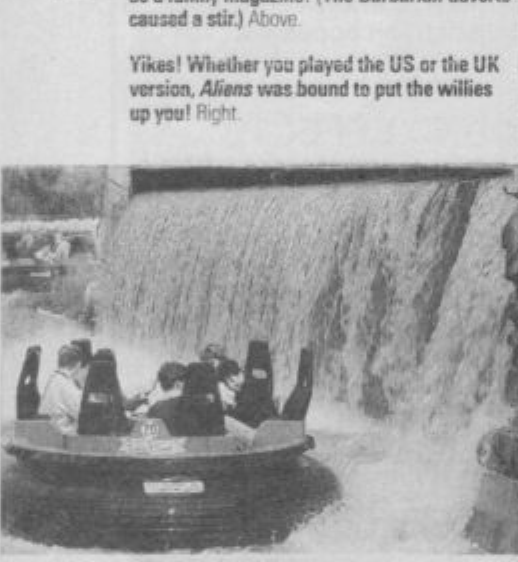




Hurray! Two of the cutest sprites ever star in one of the best games ever. Take a bow, Head and Heels. Above and Right.

ETC

Kevin steps down as Ed (to become Something Important In A Suit) and T'zer takes his place in February... Marcus joins as Staff Writer on the same day, and is immediately sent off to preview *Aliens*, which looks fab but turns out to be a pile of old steamers. Well, plus ça change... March sees the first ever Trainspotter! (Ian McCaskill, for it is he)... *Gauntlet* is top of the charts, and *Hack Free Zone* goes up to three pages, in response to public demand for tips, tips and a few more tips... In May, *YS* gets its very first Covergame — *Road Race*, a craze that launches a thousand imitations... A month later, we have (on page 19) our first ever *Barbarian* ad with Maria Whittaker! FWOOOAAHH!... In July, we put a compo on every page (well, nearly every page)... Castle Rathbone is so full of prizes there's barely any room for us. (It's just as well that Phil's in Diet Mode at the moment)... And we also get our first peep at the Spectrum +3... August sees the first ever *Slots Of Fun*, written by *Troubleshootin'* Pete Shaw, and the last *Hack Free Zone*, replaced a month later by the all-new eight-page *Tipshop*, hosted by our very own Phil Snout... And in October, *Batty* arrives, which, by coincidence, is what it drives us. Sales shoot up, and other, more drivelly magazines suddenly realise the good sense of putting cassettes on the cover. They never quite manage to do it with the same style, do they, funsters?... We're off to Alton Towers in November, and even make it back... And in December, the winners of our fanzine compo come to *YS* for the day. Their names? Jonathan Davies and Nat Price...



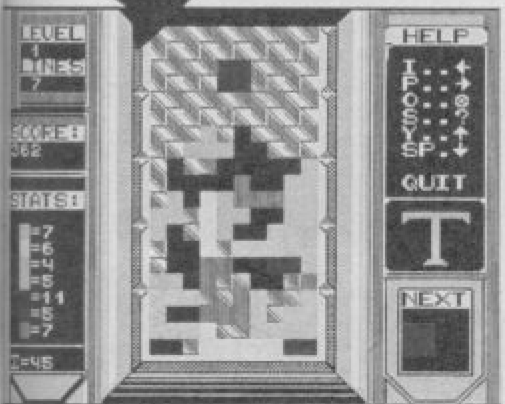
Wheeeeeeeeeee!! Above.



Marcus' 1988

Another classic year for Spectrum games, with many all-time great titles appearing, but somehow the list isn't quite as impressive as for '87, is it? Still, who's complaining!?

TETRIS
Mirrorsoft



For puzzle fans, the game of the year emerged in the spring, from the unlikely source of Soviet Russia. Well, so we were told by Mirrorsoft, but, whether or not the borscht brigade were behind it, this was a spanking good game – simple but ingenious and worryingly addictive. For a full two weeks *Troubleshootin'* Pete Shaw and I sat in the office after work, trying to slot those little coloured shapes into each other as they rained down from the top of the screen ever more frantically. Even after the first lunacy had passed (games do tend to possess you like that, do they not?) I still needed only the slightest excuse to load it up again. The basic idea was simple enough to pick up, if not to describe. Blocky shapes fell into a rectangular receptacle, and it was your job to rotate and position them so that entire horizontal lines were filled. These then disappeared, giving you points, and you carried on until the whole receptacle was filled, when you had, well, lost. Naturally the shapes fell faster and faster, and your reactions got slower and slower, but you just kept on playing. The *Arkanoid* of its day, and my lingering frustration is that I no longer possess a copy. Who's blagged it?

OPERATION WOLF
Ocean



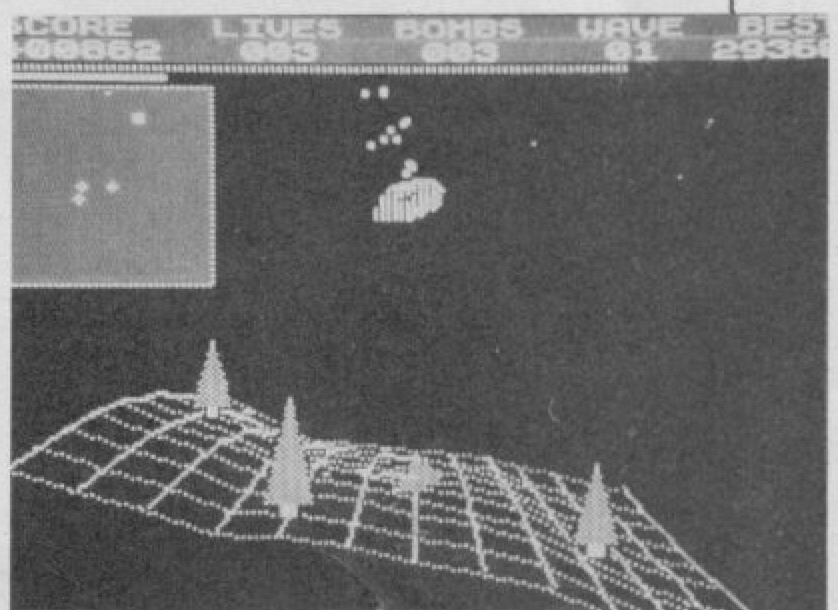
By this time it seemed that Ocean had really got the business of converting coin-ops off pat. We'd had *Rastan* (pretty good), *Gryzor* (not bad, considering) and *Combat School* (faithful, even if it showed up the game's intrinsic flaws) and there was a definite house style emerging. Lots of beautifully drawn monochrome figures, clarity and speed of gameplay, and neat plotting were becoming trademarks. No game typified this as much as *Operation Wolf*, possibly the in-house programmers' finest hour. Certainly the Ocean stand at that year's PC Show was packed with people wanting to have a go at the original coin-op, just as shops nationwide were packed with eager Spec-chums a few months later. The game was simple enough – from either side of the screen, soldiers and hostile vehicles appeared in front of you at various ranges, and started shooting at you. Unless you shot them first, that is. It was hard, but then so were we…



Mike Gerrard's *Adventures* column is still going strong. Here's a pic from *The Lords Of Time*. Left.

VIRUS
Firebird

No specific 16-bit game had ever really made it on to the Spectrum before, at least without being diluted so gravely that you could barely recognise it from the original. But *Virus*, based on a game called *Zarch* for the 32-bit Archimedes (the sort of machine that made the humble old Spec look like a pocket calculator), somehow managed it. You played the commander of a terrific little spaceship (a bit like the one in *Asteroids* but 3D and in colour), who had to rid his planet of aliens that were spraying it with a deadly virus. You had to zap all the aliens to clear a level, with your final score related to the proportion of the planet left uninfected. The planet, a 3D wire frame thingy, was brilliantly caught, as indeed was anyone playing the thing. "Try switching this one off" was the challenge, and we all failed.

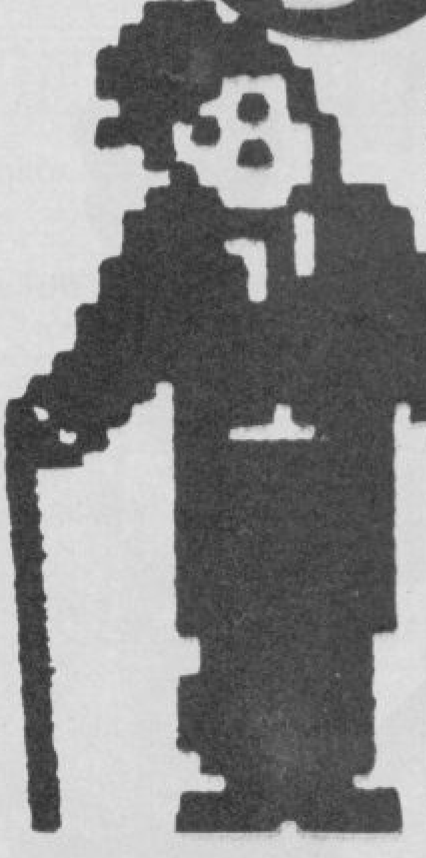


Phwooorgh! T'zer, Catherine and Jack got sacks of fan mail (and males!) when they posed as 'The Three Centigrades'. Enough to raise any man's temperature, eh? Right.

Comics of two sorts reach the Spectrum – Andy Capp from *The Mirror* and Charlie Chaplin from the 'vintage days of comedy'. Hurrah! Below.





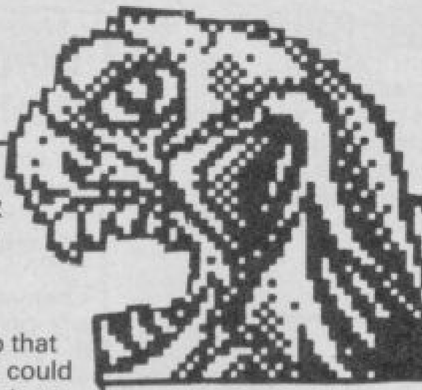


One of the first ever Trainspotters was Simon Bates, but he also deserves a mention here as the sworn enemy of our very own Marcus Berkmann. Simon thinks Marcus is mad, Marcus thinks Simon is mad, and we're a bit worried about both of them. Below.

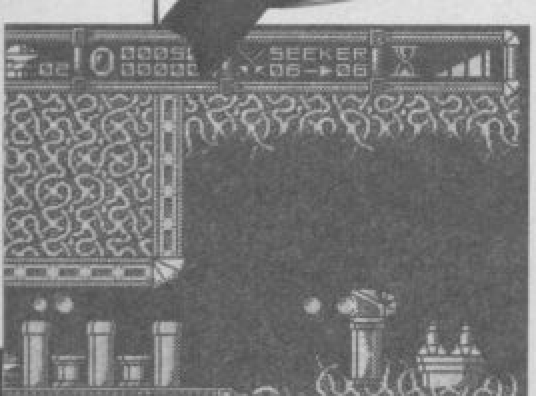


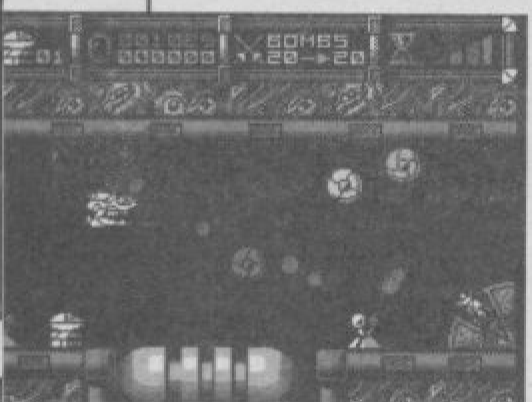


Marcus' 1988 cont.



CYBERNOID & CYBERNOID II
Hewson





An amazing shoot-'em-up that redefined what could and could not be done with the Spectrum. Just two years before, *Uridium* had been generally considered the be-all-and-end-all, but we knew better — or at least Hewson did, as the sheer colour, imagination, sophistication and, above all, speed of the *Cybernoid* pairing made clear. What was so clever about these games was that they combined the excitement and fast reactions of the best shoot-'em-ups with the what's-happening-next quality of the most interesting arcade adventures. Rejecting the scrolling format for once, programmer Raffaele Cecco designed the sort of game that made you frantic to see the next screen — if only you could work out how to get past this one. With several different weapon systems to call upon, your expertise was not restricted to wiggling the old joystick, but working out exactly which weapon was needed when — decisions you tended to regret later when you'd run out of smart bombs. And in a year dominated by shoot-'em-ups, no game pleased the eye, or brain, as much as these two. Ripsnorters both.

The Best Of The Rest

Bobsleigh A favourite of Duncan's, and of many other gamesters. A fast and engrossing sim.

Terramex The best of a poor crop of arcade adventures, from the *Monty* people. Neat, hard, funny.

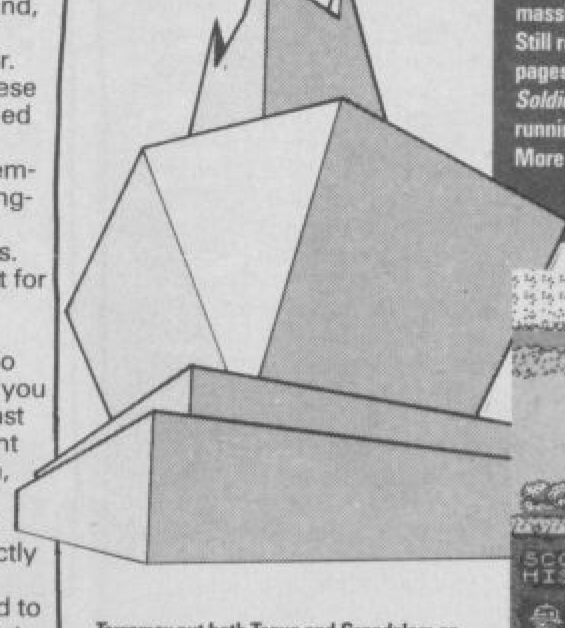
Sophistry Puzzle game that attracted little publicity but sold plenty to the cognoscenti.

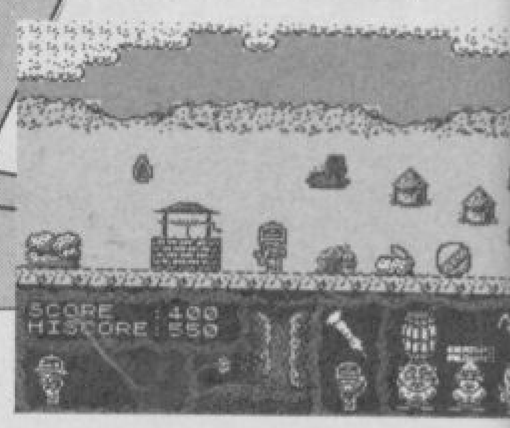
Bionic Commando Complex and difficult multi-screen shooter that had us all tearing our hair out.

Dark Side The follow-up to *Driller*, and possibly even more playable. As long as you had a brain the size of the planet, of course...

Where Time Stood Still Denton Designs' massive follow-up to *The Great Escape*. Still regularly cropping up in the hallowed pages of *The Clinic*...

Soldier Of Fortune Unoriginal but fun running-'n'-chasing-'n'-collecting game. More please!





Terramex put both Teque and Grandslam on the map. Right.

A spooky-shaped thing from *Darkside*. Yikes! Above.

The critics agree! *Advanced Lawnmower Sim* was THE game of the '80s! Right.





Hundreds of games! Thousands of POKEs! And only a few mistakes. (A miracle!) Left.

Sean's spoon-balancing hobby was the rage of the office. Here's our Jack giving it a whirl. Below left.

The Psycho Pigs T-shirt — it was a 'happening' piece of fashion clothing! Below.



Duncan MacDonald — he's a bit of a fruit loop! Left.





ETC.

Phil and Marcus in dresses? The proof's in the puddings in the January panto compo... More freebie gifts in Feb, with our first set of badges. Anyone remember what "Wagga wagga" means?... In March, Jackie Ryan arrives as our new Prod Ed. Ah, where are they now? (Just Seventeen, *since you ask. Ed*) And Fab Macca starts on *Program Pitstop*. Is it that long? (*Yes, and put it away this instant. Ed*)... It's Megagame in our April ish for that amazing title *Advanced Lawnmower Sim*. Where's the sequel, Duncan?... Another tottie on May's cover for *Vixen* — crap game, great pic!... Covergames of this period include *People From Sirius, Blind Panic* and *International Cricket*... June's got a pig with a chainsaw on the front. Wonderful illustration — it's just a pity that no-one remembers what the game was... August sees the first part of Smash Tips, the pullout tips-'n'-POKEs segment with more misprunts than the Guardian... By amazing coincidence August is Marcus' last month, too. He's swiftly replaced as Dep Ed by Ciaran Brennan (though not for long)... A month later and it's Phil Snout's turn to do a runner. Enter Duncan 'Shortbread' McDonald...



Matt's 1989

It's been a bit more difficult picking out the great games from '89 than some of the other years. It's not that they're all no good (far from it), just that everything seems to be very much of the same professional (but slightly uninspiring) standard.

Unfortunately, it's become increasingly clear that most of the real ingenuity and effort isn't being put into Speccy games anymore, due largely to most of the star programmers running off towards the bright lights of the 16-bits. Ho hum. Still, it's not all doom and gloom! There were plenty of nifty titles around and some incredible work being done in converting 'unconvertible' arcade licences. Just take a look at these!



Bloop bloop! The fishy *Pssst* mug swam into view in late '89.



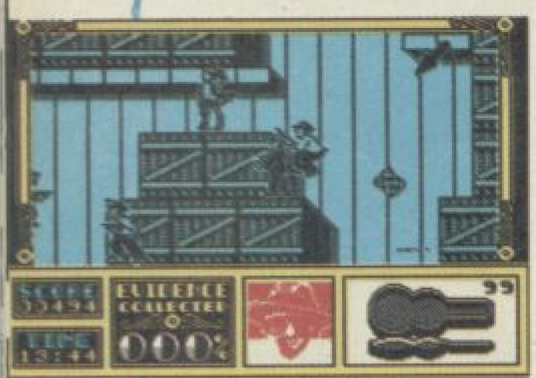
THE NEW ZEALAND STORY
Ocean

This really was the year of the arcade conversion, and by far my favourite of them all was *The New Zealand Story*. It had cute, distinctive and remarkably non-sick-making characters, sharp visuals, and brilliantly developed platform and ladders landscapes to cover. The Mario Brothers style of dividing each level into a series of sublevels, each with its own reward (plus the use of a good credits system), meant that the thing was timed to perfection. You got just far enough into the game each time to remain infuriatingly hooked, without things ever getting too easy. Brilliant! Colour would have helped, but at least as things stood it was clean, clear, jolly and bright. And immensely playable to boot. A must!

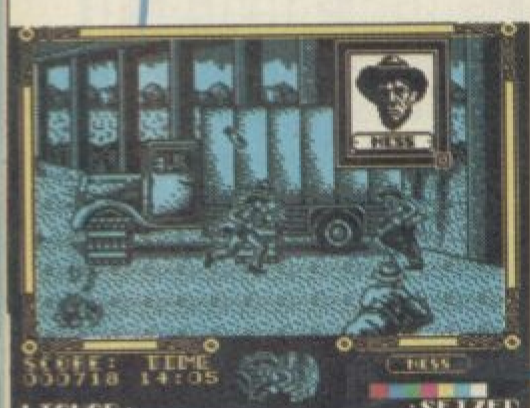
THE UNTOUCHABLES
Ocean

There was quite a severe shortage of good original product around last year, with coin-op and film licences making all the running. Ocean seemed to have got both down to a fine art, and perhaps never so successfully than with *The Untouchables*.

This was basically a compilation of six different sorts of shoot-'em-up, each based with remarkable accuracy on a scene from the (rather long in the tooth) movie. There was a very fast and bouncy platform thing, a big *Op Wolf*-style blaster, a weird sort of vertical scroller (my favourite), plus a trio of less important (but just as smoothly programmed) filler sequences.



It was all in monochrome, it's true, but each graphic was detailed, sharp and moved beautifully. Couple that with the well-thought-out gameplay, moody '30s-style music and the sheer professionalism in every department and you can see why they were on to such a winner here. It was worked on and polished to perfection over quite a period of time and by quite a number of people, and, while it may have lacked a bit of quirky individualism, you couldn't really fault it.



The Rise And Fall Of Sir Clive Sinclair

- **1982 The first rubber-keyed Speccy comes out. Sir Clive's star is on the up and up!**



- **1983 The 48K Spectrum, with an improved 'solid' keyboard is released. It proves to be tough, durable and very popular. Hurrah!**
- **1984 Ooops! Sir Clive releases the C5 electric trike thing to a disbelieving public! What a monumental disaster! Take two giant leaps back.**



- **1986 The +128K Spectrum (the best ever for our money) comes out, but oh no! Later in the year Sir Clive has to sell the Spectrum along with the Sinclair name to Amstrad, and build quality begins to drop. Boo!**
- **1989 Sir Clive pulls an Easter cracker! He gets engaged to curvey Bernadette Tynan (22), who he met at a Mensa meeting. Hurrah!**
- **Late 1989 Disaster! Curvey Bernie (22) calls off the marriage plans. Still, Sir Clive is reportedly spotted 'on the town' with a series of other stunners, including one Sally Farmiloe. Looks like he's quids in!**





Here's the current *YS* team on the roof of Castle Rathbone. Clockwise from left — Matt the Ed (doesn't he look a state?), Prod Ed Andy, Davey, Martin the designer and arty Catherine. The little one in the middle looks familiar, but we can't quite remember her name... Below.

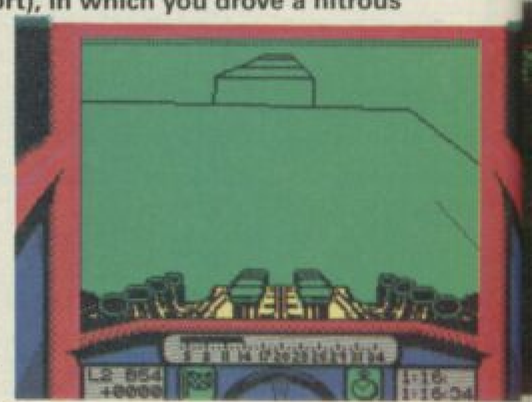


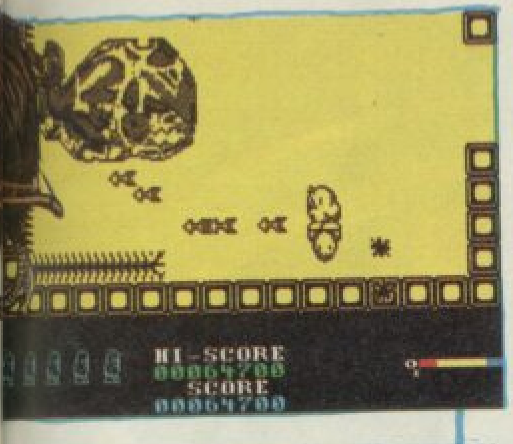
STUNT CAR RACER
MicroStyle

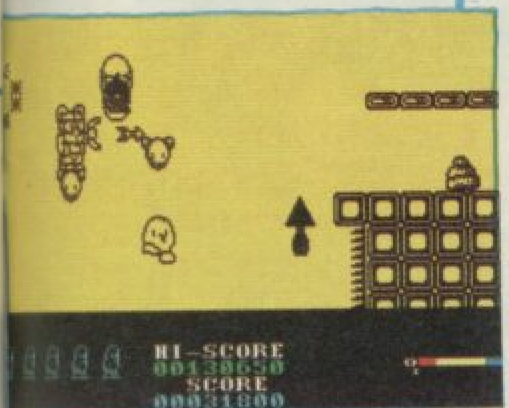
This one came more or less out of nowhere, as far as we were concerned, but swiftly proved to be THE game of the year in the *YS* office. It virtually lived loaded up on one or other of the office Speccies, always ready for the inevitable 'just one more go'. It wasn't hard to see why either — it was quite simply the snazziest, most addictive driving game I'd ever played.

It was a 'sim' of a totally fabricated race of the future (if you can have a sim of a made-up sport), in which you drove a nitrous oxide injected 'stunt car' around increasingly dippy and narrow roller-coaster tracks. It was conceived by Geoff Crammond (who wrote *The Sentinel*) and had a similar vector graphics feel to it, but running about a squillion times faster.

Vertigo inducing, atmospheric and novel, it suffered remarkably little in being converted from a 16-bit original.







The Best Of The Rest

Time Scanner **Small, it's true, but as bright, smooth and fun a pinball sim as you could hope for.**

Carrier Command **Massive, incredibly involving strategy simulation, absolutely packed with brilliant ideas and implementation. Lost remarkably little on being crushed into 128K.**

Strider **US Gold finally started to get it together again with a series of fine coin-op conversions in the latter half of the year. With its amazingly bouncy lead character, this was the best and most distinctive.**

R-Type **Without a doubt, the best shoot-'em-up ever on the Speccy. An absolute MUST!**

WEC Le Mans **A bit of a groundbreaking racing game at the time, though bettered since by some of the Xmas '89 releases.**

Stormlord **As colourful and inventive a game as we've come to expect from Raf Cecco, though not quite up to the standards of his best.**

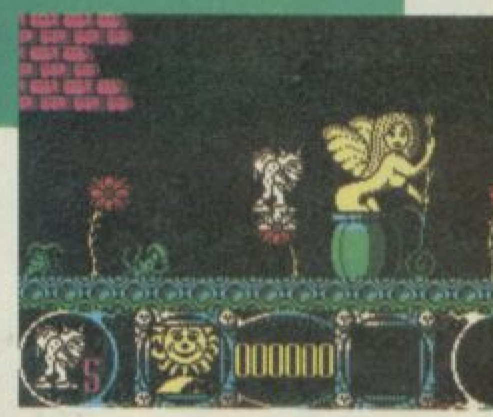
Silkworm **Virgin surprised us all with this excellent helicopter shoot-'em-up. Bravo!**

Batman The Movie **A bit thin in the middle, but the two platform and ladders bits were exceptional. Another great film conversion (and another great Batman game!) from Ocean.**





Holy Guano! 1989 was the Year Of The Bat, as Ocean's movie conversion swept all before it. Above.



Stormlord — Raf Cecco's '89 offering. Right.





Hurrah for Wayne Horan! He designed the winning cover in our *Indy Jones/ Ghost Train* compo! Left.

Catherine H, now of *ZERO*, with Nobby, her favourite sheep. Above.

Lady Penelope, Parker and the Tracey boys returned to the Speccy in '89. F.A.B! Below.



ETC

January boats the thickest issue ever, packed with all sorts of goodies including 16 pages of full colour maps and the special *YS* Dogfight game. Did anyone really make up eight of those incredibly complicated paper planes to play it with?... Ciaran leaves and Matt starts as Dep Ed in February, while David 'Whistlin' Rick' Wilson joins the boat the month after... Uncle Clive announces his plans to wed curvy Bernadette Tynan (22) Golly!... The first *YS* Photo Love Story is first mocked, then copied, by other mags. C'est la vie... The new-look reviews appear in May, along with a Cover Game that was never actually released (*OutRun Europa* by US Gold). Ooops!... Jackie Ryan becomes the hero of Combat Zone when *YS* takes on the rozzers... and loses. Oh well... T'zer becomes Publisher, Matt becomes Ed, Jackie Dep Ed and Andy Ide joins as Production Ed in the big June change-over... Tipcards appear in *Tipshop* for the very first time... David Wilson sings on the Cover Tape. A nation blocks its ears... T'zer and Dunc disappear into the corner for long hours on end and start whispering to each other. What can they be planning?... *Advanced Lawn Mower Sim* appears on the Cover Tape. Hurrah!... *YS* features on the *Ghost Train* TV show... The Sinclair Magnum Lightgun arrives, closely followed by a challenger from Cheetah. Which is best?... Wayne Horan from County Westmeath designs the first ever reader's cover. Hurrah!... Something big and floppy comes attached to the front of *YS* in October. It's the pilot issue of *ZERO*, the 16-bit mag to end all 16-bit mags. So *that's* what T'zer and Dunc were up to!... Dunc leaves *YS* to work on *ZERO* full time, Jackie joins him for a bit and then rushes off to *Just Seventeen*, and David Wilson gets promoted to Dep Ed. Once more it's all change at *YS*...

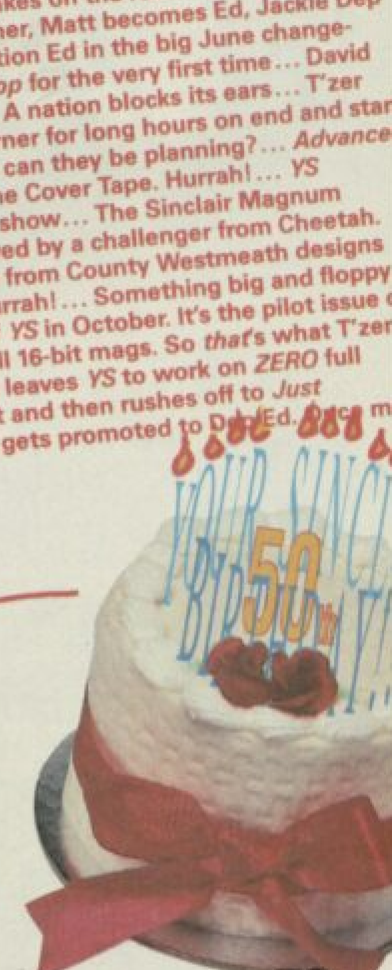
MYTH
System 3

Scraping in at the end of '89, it was nice to see a good, totally unlicenced, all-original product making it on its own merits. *Myth* had the look of something that's had the utmost care taken over it. The often tiny (but remarkably well animated) sprites, the generous splashes of colour and the well-thought-out gameplay, combined with the endless possibilities afforded by the mythical theme, all added up to a very pleasing concoction indeed. It took the semi-arcadey, semi-puzzley gameplay that the best System 3 product has been known for, refined it and added a high degree of visual invention. Packed with neat little touches, it proved a far better game than *Last Ninja II* (which was pretty good in itself) in almost every way. Well worth splashing out for.



So Where Do We Go From Here?

Who knows? *Your Sinclair* is now (finally!) Britain's best selling Spectrum magazine, the Spectrum is still the UK's best selling home computer, and, with new developments like the SAM Coupé on the horizon, the future looks as unpredictable as ever. Rest assured though, however things develop we'll be here to talk about them. Hurrah! Here's to the next 50 issues!

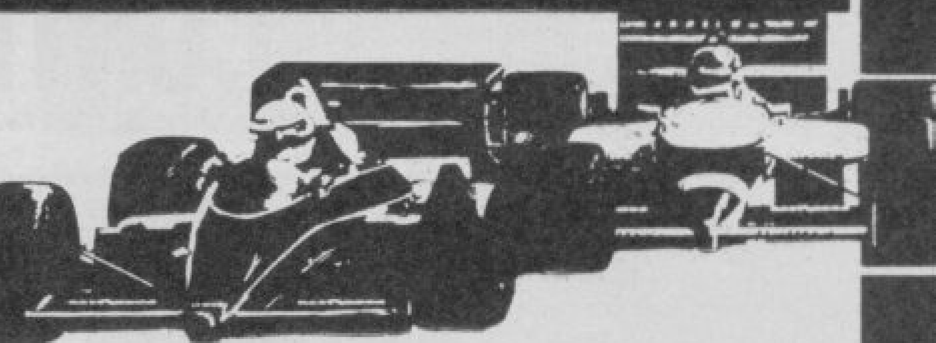




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PROGRAM PITSTOP





And now, direct from a smelly bed somewhere near Kent University, it's (da da!) *Jonathan Daviezzzzzzzzz*!

Here's an interesting thought — the total number of different programs that could be written on the Speccy is two raised to the power of 336000 (ish). That's two with 10,000 zeros after it, a number which would fill about one and a half pages if I wrote it out in full (so I'd better not). Blimey. Most of them would be pretty crap, of course, printing flashing squares all over the screen and that kind of thing, but they'd keep the CodeMasters in baggy T-shirts for years to come. An interesting thought.

Or maybe not. Shows how bored I am, doesn't it? Life at 'Uni' (as we call it) can get pretty tedious at times, what with everything laid on so I hardly have to lift a finger. Lardy da! All I seem to have to do is get up in the morning and go to bed again in the evening, if that. Ah well, only 2.666666 years to go and then I'm out. (*On yer bum, mate!! Ed*) In the meantime, here's some stuff to type in.

Entertainment this month comes courtesy of, among others, **Daniel Cannon** and his mesmerisingly marvellous *Minstrel*, which will allow 48K owners to realise their ultimate fantasy (ooooo-er!). Then we've got those Prog Pit Good Lifers, the **Fractal Farm**, with a postscript to last month's Machine Code Mandelbrot generator, *Son Of Mandelbrot*. This one's called, erm, *Mandelbrot — The Story Continues*. Makes sense, doesn't it?

MINSTREL

by Daniel Cannon

I seem to get hundreds of letters every week from frantic 48K owners clamouring to know how to make their Speccies play tunes in the background while they get on with running their programs. So you can probably imagine my relief when this one turned up. With a minimal amount of fingertip fatigue you too will now be able to add musical accompaniment to even the most stubborn of games.

Getting the show on the road is simplicity itself. Actually, it's a little tricky, but not off-puttingly so. As always, knock in the Basic first and save it. Follow this with the hex, which should be entered via the Hex Loader at address 64834. Then reload the Basic and run it. You'll be asked to enter a number. This is the length of each chunk of a note (lots of chunks are played very quickly, one after the other, to give a fair impression of a continuous note). Values of between .002 and .009 give a reasonable result without slowing down the computer too much.

You'll then be asked to load the Machine Code back in. Finally, a stand-alone block of code will be generated and saved on to tape ready to be loaded back in at a later date.

```
64834 00 FA 31 FA 32 32 F3 3E =954
64842 3F ED 47 ED 56 FB C9 21 =1179
64850 00 FE 06 00 36 FD 23 10 =618
64858 FB 36 FD 3E C3 32 FD FD =1371
64866 21 7F FD 22 FE FD 2A 42 =1062
64874 FD 22 44 FD 3E 32 32 46 =840
64882 FD 32 47 FD F3 3E FE ED =1423
64890 47 ED 5E FB C9 FF F5 C5 =1551
64898 D5 E5 DD E5 2A 44 FD 7E =1381
64906 C6 18 FE FC 20 0A DD E1 =1216
64914 E1 D1 C1 CD 48 FD F1 C9 =1599
64922 FE FD 20 0B 2A 42 FD 2B =954
64930 22 44 FD 3E 32 18 0D FE =758
64938 FE 28 36 FE FF 20 0F 23 =939
64946 22 44 FD 7E 32 46 FD 3E =916
64954 01 32 47 FD 18 23 FE 31 =737
64962 38 05 CD 48 FD CF 0A 87 =943
64970 87 16 00 5F DD 21 7E FC =884
64978 DD 19 DD 5E 00 DD 56 01 =869
64986 DD 6E 02 DD 66 03 CD B5 =1045
64994 03 3A 47 FD 3D 20 0A 2A =530
65002 44 FD 23 22 44 FD 3A 46 =839
65010 FD 32 47 FD DD E1 E1 D1 =1507
65018 C1 F1 C9 00 00 00 00 00 =635
STOP
```

```
  10 CLEAR 59999: LOAD ""CODE :
LET a=60000
  20 POKE 64834,a-256*INT (a/256
): POKE 64835,INT (a/256)
  30 RESTORE
  40 READ b
  45 IF b=999 THEN  STOP
  50 POKE a,b: LET a=a+1: GO TO
40
  60 DATA -25,10,0,2,4,5,7,9,11,
12,-28,999
```

Before you can get the thing to actually play a tune you'll need to tell it the notes to play. These are represented by the following values.

—28: Stop tune
—27: Restart tune
—26: Pause for current note length
—25,x: Change note length to x 50th of a second
—24...+24: Normal beep value of pitch

To POKE them into memory, might I suggest a program along the lines of the following?

```
   1 REM PROGRAM 1 - NOTE TABLE
GENERATOR - BY DANIEL CANNON/YS
  10 CLEAR 63999: DIM f(12): LET
 addr=64638: DEF FN l(a)=a-256*I
NT (a/256): DEF FN h(a)=INT (a/2
56): DATA 261.63,277.18,293.66,3
11.13,329.63,349.63,369.99,392.0
0,415.30,440.00,466.16,493.88
  20 FOR a=1 TO 12: READ f(a): N
EXT a: INPUT "Duration of each n
ote (sec): "'dur: FOR a=-24 TO 2
4: LET semi=ABS a: IF semi<12 TH
EN  GO TO 40
  30 LET semi=semi-12: IF semi>1
1 THEN  GO TO 30
  40 LET oct=INT (a/12)*2: LET h
z=(oct+(1 AND oct=0))*f(semi+1):
 IF oct<0 THEN  LET hz=f(12-semi
)/ABS (oct+(oct AND semi=0))
  50 LET de=INT (hz*dur): LET hl
=INT (437500/hz-30.125): POKE ad
dr,FN l(de): POKE addr+1,FN h(de
): POKE addr+2,FN l(hl): POKE ad
dr+3,FN h(hl): LET addr=addr+4:
NEXT a
  60 PRINT "Wind to M/C data and
 press play.": LOAD ""CODE : PRI
NT '"Ready to save final version
?"'"Good. Set up a tape and...":
 SAVE "MUSIC"CODE 64638,383: PRI
NT "Ready to verify...": VERIFY
"MUSIC"CODE 64638,383: PRINT "Ve
rified OK.": STOP
 100 INPUT "Test duration. Input
 number:"'dur: FOR a=1 TO 50: BE
EP dur,0: NEXT a: GO TO 100
```

This plays the scale of C major with notes of 0.2 seconds length, over and over again. The first person to send in the whole of Beethoven's 9th Symphony (with choral parts included) wins a *YS* badge. They don't call me Jonty The Generous for nothing.

MANDELBROT THE STORY CONTINUES

by The Fractal Farm

Right, this is definitely the last Mandelbrot generator. I promise. I've just got this urge to keep printing them at the moment. And the Fractal Farm have to have their say after all.

This one is part machine code, part Basic, but it manages to churn out a set at a fair rate owing to a radically different algorithm. Where other generators plot every point in the set, this one just goes round the edge. You'll see what I mean when you run it. It also cheats a bit by using the symmetry of the set to avoid doing everything twice.

Okay, type away.

```
   0>REM The FRACTAL FARM 1989
   1 REM numits should be more
than 20 for accurate images
which are not distorted
  10 CLEAR 64999: LET numits=20:
 PRINT AT 10,10;"Poking Code": F
OR n=65000 TO 1e9: READ a: IF a<
256 THEN  POKE n,a: NEXT n
  20 DATA 62,0,205,40,45,62,0,20
5,40,45,6,numits,239
  30 DATA 161,49,15,49,15,197,49
,15,49,229,15,164,4,193,2
  40 DATA 164,4,192,3,224,5,195,
2,225,3,224,5,194,2,160,192,193,
2
  50 DATA 224,196,49,4,225,49,4,
3,226,15,192,49,4,225,228,4,49,1
5,227,15,193,49,4,15,229,3
  60 DATA 54,48,0,8,53,225,56,1,
1,0,201,56,1,0,0,201
  70 DATA 999
  90 CLS
 100 LET x=0: LET y=80
 110 POKE 65001,x: POKE 65006,y:
 IF NOT USR 65000 THEN  LET x=x+
1: GO TO 110
 120 RESTORE 120: DIM d(4,2): FO
R n=1 TO 4: READ d(n,1),d(n,2):
NEXT n: DATA 0,1,1,0,0,-1,-1,0
 130 LET p=2: LET q=2: LET cx=x:
 LET cy=y: LET iy=y: PLOT cx,cy
 140 LET q=p-1: IF q=0 THEN  LET
 q=4
 150 LET x=cx+d(q,1): LET y=cy+d
(q,2): POKE 65001,x: POKE 65006,
y: IF USR 65000 THEN  GO TO 220
 160 LET q=p
 170 LET x=cx+d(q,1): LET y=cy+d
(q,2): POKE 65001,x: POKE 65006,
y: IF USR 65000 THEN  GO TO 220
 180 LET q=p+1: IF q=5 THEN  LET
 q=1
 190 LET x=cx+d(q,1): LET y=cy+d
(q,2): POKE 65001,x: POKE 65006,
y: IF USR 65000 THEN  GO TO 220
 200 LET q=p+2: IF q>4 THEN  LET
 q=q-4
 210 LET x=cx+d(q,1): LET y=cy+d
(q,2)
 220 LET p=q: LET cx=x: LET cy=y
: PLOT x,y: PLOT x,160-y: IF cy<
iy THEN  STOP
 230 GO TO 140
9998 LET m=1: LET a=0: LET b=0:
LET c=(x-120)/80: LET d=(y-80)/8
0: FOR n=1 TO 100: LET e=a: LET
a=a*a-b*b+c: LET b=2*b*e+d: IF (a
*a+b*b-4)>=0 THEN  LET m=0: LET n
=100
9999 NEXT n: RETURN
```

Cock-Up Corner

Getting to be a bit of a habit this, isn't it? Referring back to the *Mandelbrot Magic* program in the November issue I note that I wrote the following: "Nothing fractal-related would be complete..." And, sure enough, the listings weren't. I missed the last line. This line, in fact —

250 NEXT N: NEXT M

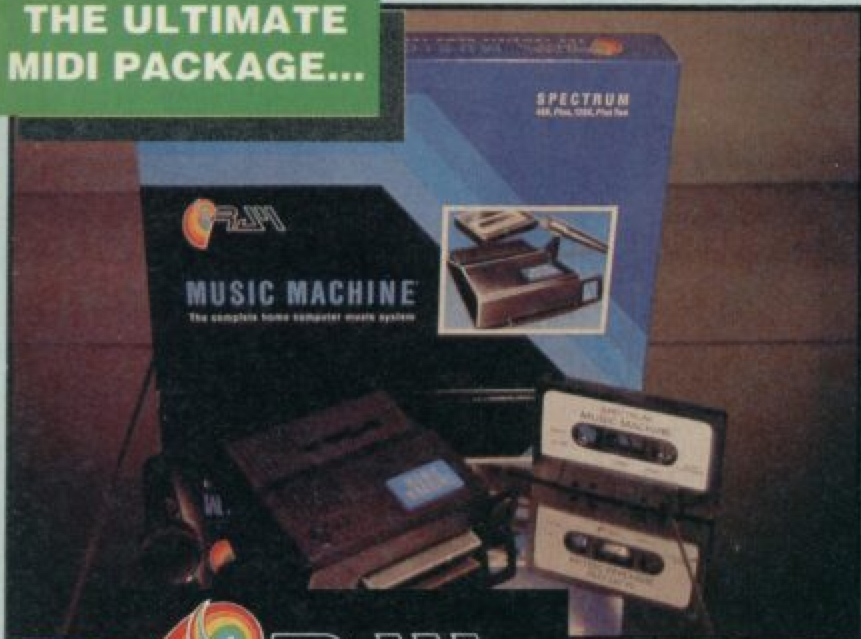
Thank you, **Brooke Westcott**, for your correction. Now beat it before I kick you!

Bye Now!

Right, I'm going back to bed now for a hard(ly)-earned rest. I've got no lectures for at least four days so when I wake up I expect to see all your truly scrumptious programs lying on my doormat. Got that? Right. And don't forget that £50 prize. It might be yours if you come up with a really spanky Prog Pit popper. The address is Program Pitstop, *Your Sinclair*, 14 Rathbone Place, London W1P 1DE.

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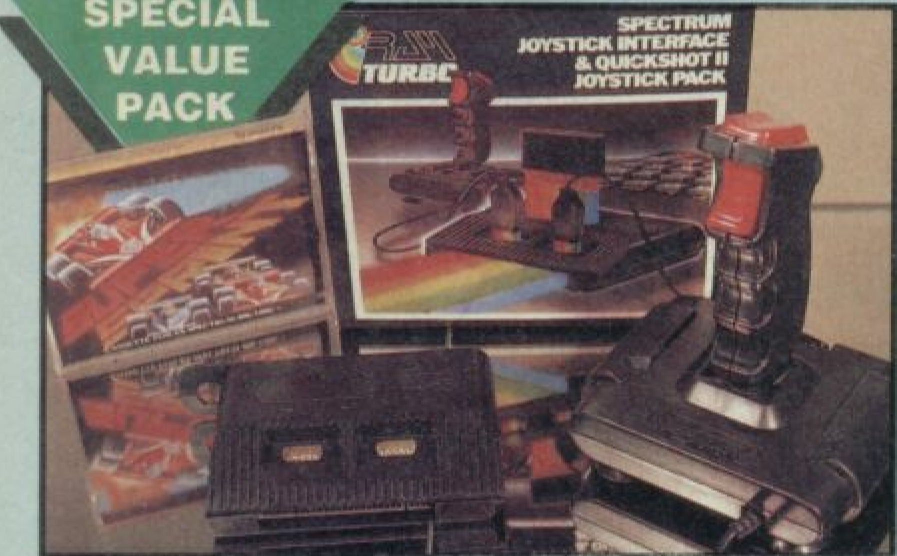
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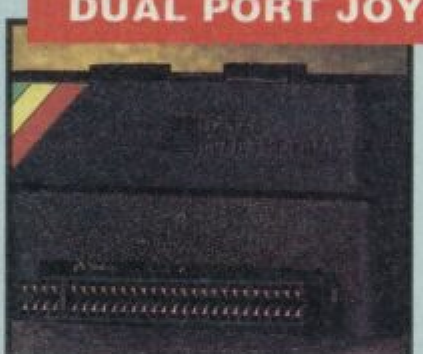
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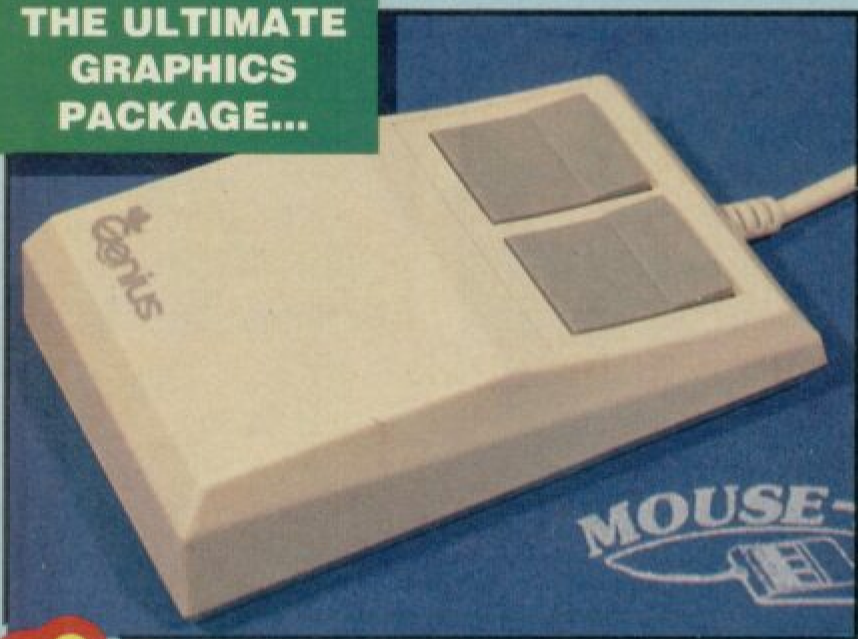
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Matt Ever had to wait a long time for something? Perhaps it was long trousers at school (especially in winter)? They took ages, but were worth it all the same. Or maybe exam results kept you on tenterhooks? Or then again, perhaps it was losing um, your... er, another thing. (Ahem.)

Anyway, whichever it was, you'll know just how I've been feeling about *Dan Dare III*. I've been waiting for it for blooming ages! Y'see, the basic game (but without the *Dan Dare* bits) has been knocking around in the bowels of developers Probe Software for nearly a year! The first I heard of it was when Duncan came running back from visiting them in Croydon, all fired up about this new project they'd developed on the side, but hadn't found a publisher for yet. "It's brilliant," he burbled excitedly. "It's really, really colourful, the explosions are fabby, it plays really well... and I don't remember what it's called." Oh brilliant, Dunc. Try. "Um... It's *Crazy Jet Racer* or *Unicycle Racer* or something," he eventually offered. Since then we've kept a bit of an eye on it, waiting for a big company to pick it up. Finally Virgin did, and the rest is history.

So was Duncan right? Well, yes, I'm happy to say he was! *Dan Dare III* is really, really colourful, the explosions are fabby and it plays very well indeed. It's perhaps a bit thin, so you might complete it rather quickly, but everything that's here is choice stuff.

First, there's Dan himself. In his green space fleet uniform and peaked cap he looks a little stunted, but more or less exactly as a Pilot of the Future should. He can't walk, but flies along with his little jet pack, floating down to earth whenever you stop propelling him forward. This is handy, because it frees up the Down control to flick through your inventory of weapons. There's a plasma rifle with three levels of firepower, bouncing bombs (which can be sent out in a train in front of Dan to clear any narrow passages) and smart bombs to clear the screen. The baddies are perhaps even more impressive, but disappointingly un-*Dan-Dare*-ish. You can't really complain about the Mekon who looks the splitting image of his original comic namesake. Except! It's not the Mekon at all, but merely a series of giant size projections of his image which act as end-of-level guardians (which may explain why he's about 16-feet tall, instead of Jackie size like he was in the comics). As for the rest of the baddies, they're apparently the mutated failures of 'treenisation' experiments that the Mekon has been playing about with, and take the form of fat, floating fish, purple pod things and various other bug-eyed monsters. All very colourful and tricky to kill!

The game itself is your standard 'fly about a bit, explore the tunnels, collect fuel, open doors and collect keys to operate the teleport to the next level' shoot-'em-up. In between levels (or on the way to the shop where you can restock your arsenal) you have to go through that old chestnut the 'time tunnel', whizzing through space trying to stay inside a series of boxes. Tricky stuff! So here's the weird bit and it's obviously a remnant from the *Crazy Jet Racer* days – Dan seems to have gained a tail or, um, 'thingie' between his legs!! Blimey! It must have started life as a unicycle or something, but why they haven't removed it now I don't know.

So, what's the verdict? Well, it's funny, but our reaction is more or less the same as it was to *Tintin On The Moon* last month. I mean both feature classic comic characters, both were done by Probe, both have running-about-collecting-things gameplay, both have into-the-screen scrolling flight bits between levels, and both are corkendously colourful! Blimey! Kissing cousins, or what? But the similarities don't end there! They're both just too small, and don't take too much trying to complete. It's a real shame because the size stops it really being Megagame material.

Still, it's pretty darn spanky! It might well be the prettiest, most colourful game ever seen on the Spectrum (if not it's pretty damn close) and although that play area may be a bit tiny it's still an excellent game.

DAN DARE III



Oi, baldy! Eat high energy plasma bolt! (Be careful though – the recoil on maximum power sends you flying backwards a few feet!)





This shows which weapon you're using.

And how much ammo.

Hurrah! It's Dan!

Here's how much fuel you've got.

Eat bouncing bomb, son of Venus!

Yikes! Watch out for those horrible floating alien mutant things!

How many lives you have left.

Here's your nice bubble energy bar.



Blimey! Dan seems to have grown an, um, weird 'appendage' between his legs! It's a pity they haven't bothered to remove it to fit the *Dan Dare* licence.

finalverdict

LIFE EXPECTANCY	GRAPHICS	ADDICTIVENESS
73°	96°	85°

DIAGNOSIS

So close to a Megagame, but not quite close enough, *Dan Dare III* has gorgeous graphics and great gameplay but there's not all that much there. Shame.

INSTANT APPEAL 94°

80 60 40 20

89°

HEAVY METAL

US Gold/£9.99 cass/£14.99 disk



David First off, let me just say that despite the oh-so-obvious opportunity for me to write lots of Metal Mutha-type quips in this review I most definitely will not be doing so. Hem hem.



Here I am sitting in my cosy little ADAT taking leisurely pot-shots at that tank out there. Uh-oh! I've got company - 'cabbage crates over the conning tower'. Time to dispatch a missile, methinks.



Right, here we go then, with a game that we first told you about quite some time ago. It's *Heavy Metal*, the tank game which mixes arcade action with strategy simulation. So, without the slightest shaking of them thar golden locks or strumming of an invisible guitar, let's take a closer look, shall we?

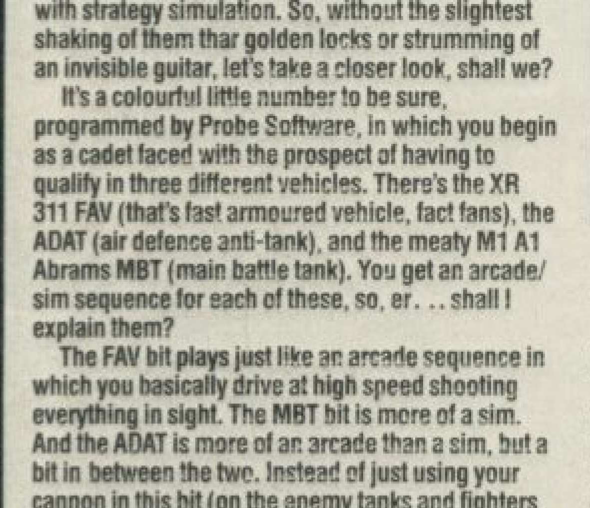
It's a colourful little number to be sure, programmed by Probe Software, in which you begin as a cadet faced with the prospect of having to qualify in three different vehicles. There's the XR 311 FAV (that's fast armoured vehicle, fact fans), the ADAT (air defence anti-tank), and the meaty M1 A1 Abrams MBT (main battle tank). You get an arcade/sim sequence for each of these, so, er. . . shall I explain them?

The FAV bit plays just like an arcade sequence in which you basically drive at high speed shooting everything in sight. The MBT bit is more of a sim. And the ADAT is more of an arcade than a sim, but a bit in between the two. Instead of just using your cannon in this bit (on the enemy tanks and fighters via your moving cursor) you can also adopt surface-to-air missiles to repel the airborne baddies.

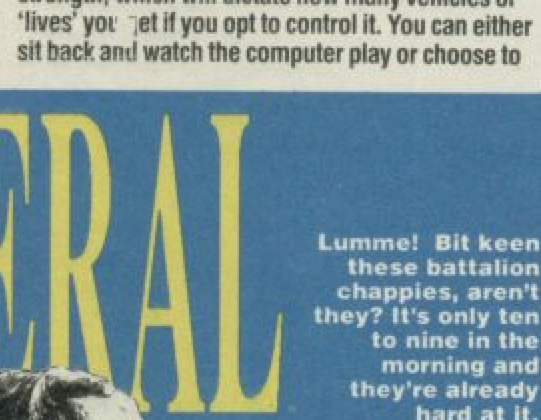
Achieve a certain qualifying score in all three vehicles and you get to enter the strategy game. This shows you a map of a continent with your forces positioned across it. Each unit has a certain strength, which will dictate how many vehicles or 'lives' you get if you opt to control it. You can either sit back and watch the computer play or choose to control your different units and then fight out the arcade sequence to determine the outcome. This looks the same as the qualifying sequences, but isn't as easy 'cos you've only got limited ammo.

Sounds great, doesn't it? So how does it play? The answer is that the three vehicle segments are strangely addictive. Strangely because, when all's said and done, their gameplay is a tad repetitive and limited. The FAV segment is your basic shoot-'em-

THE GENERAL



Lumme! Bit keen these battalion chappies, aren't they? It's only ten to nine in the morning and they're already hard at it.



CCS/£12.95 cass



Rick It's getting to the point when the only wargames I seem to get to review these days come from CCS. And, lo and behold, in trots *The General*, a Napoleonic strategy job which (at first glance) looks up to their usual standards.

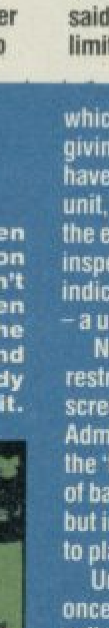
You're the leader of the armies of a hypothetical European state, having to fend off an invading force much bigger than your own infantry and cavalry, and controlled by the computer. Luckily, though, the enemy has to come at you through a narrow valley, so the forces he will be able to throw against you at any one time will be roughly equivalent to your own.

Instead of using a scrolling map, designer Ian Williams has tried to make things more realistic through the use of a 'telescope'. When you want to see what's happening on the battlefield, you look through it and by focussing on various units around the valley you can get information on which units they are and their rough strength. Incidentally, this means that, instead of a plan type map with square unit icons on, *The General* gives you a 'landscape' view, with troops on it appearing as little silhouettes.

There are, though, a number of problems. It's fine at first using your telescope to look at units, but unfortunately after a while it gets a tad tedious. You have to use the telescope to find out which unit is which before issuing any orders (unless you're giving general orders), and if you are firing you have to use it twice – once to check on your own unit, then to check on the identification number of the enemy's. What's more, by not being able to inspect your troops in close-up, you don't get any indication of the most important factor in the game – a unit's morale.

Neither does it help that the playing area is restricted to one screen wide and roughly half a screen deep — things get very confused. Admittedly, the designer's intention was to recreate the 'fog of war' (the situation you get as the smoke of battle obscures the view through your telescope), but in doing so he has made the game more difficult to play.

Unfortunately, while *The General* is pretty simple once you've loaded it up and got going, it soon palls. You are only likely to retain any real interest in it if you're a Napoleonic military history buff. It's certainly an admirable attempt to recreate the reality of war but that doesn't, unfortunately, make it much fun to play.



finalverdict

LIFE EXPECTANCY	GRAPHICS	ADDICTIVENESS
50°	50°	40°

DIAGNOSIS

Recreates the realism of Napoleonic war fairly well, but unfortunately lacks playability. Not of much interest to the majority of gameplayers.

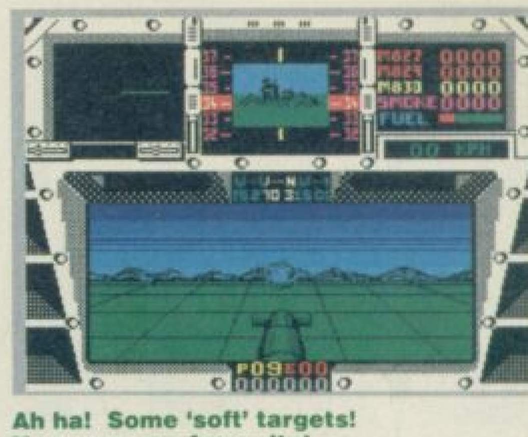
INSTANT APPEAL 30°





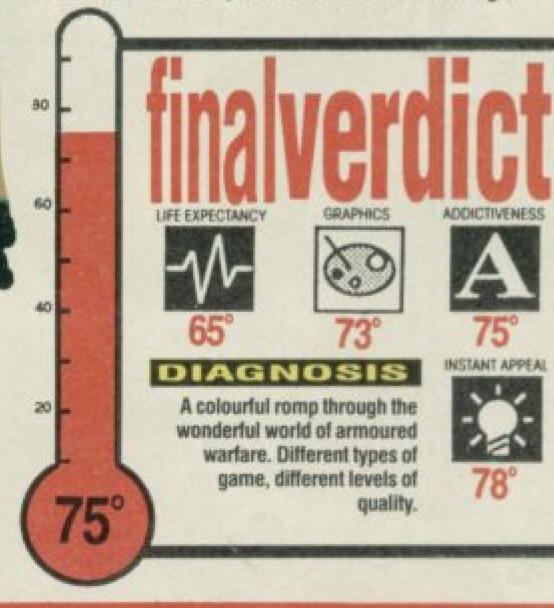
up fare with slightly ropey graphics. The sprites (planes, tanks and cactii) don't increase in size convincingly as you approach. For example, you see your vehicle from behind approaching a plane at high speed and as you whip toward it it appears to be about a third of the size of your FAV (in other words very small indeed). Hem hem. The ADAT segment is quite addictive and colourful, but restricted to a limited number of screens – your ADAT being static, apart from the gun scrolling left and right. The nicest looking bit though is the MBT tank jobby. You've got a tricky gun-sight to master and three types of shell – armour piercing for taking out tanks, and two forms of high explosive for soft targets (like people, heh heh). If you're copping a bit of flak, why not hide yourself behind a cloud of smoke!? Yep, you've got smoke cannisters too! Hmmm, I feel a song coming on . . . "Smoke On The Waa-ter", keraaaang kraang! Argh! No, stop it! Smoke and ammo aren't so important in the qualifying section but in the strategy game you'll have to use your limited supplies pretty carefully! Anyway, get into the strategy game and you'll have a nice overall perspective on the whole thing.

Not a bad game this one with three playable segments, but in some respects it's very much a mixture of extremes. At one end of the spectrum



Ah ha! Some 'soft' targets! Yum yum, my favourite!

you've got the very simple, graphically wobbly FAV bit – a simple left-right shoot-em-up – whilst, at the other, you've got the reasonably complex and satisfying MBT tank sim with all the component parts thrown into a strategy game. Quite polished but it ain't exactly a whole lotta rosie. Aaargh!

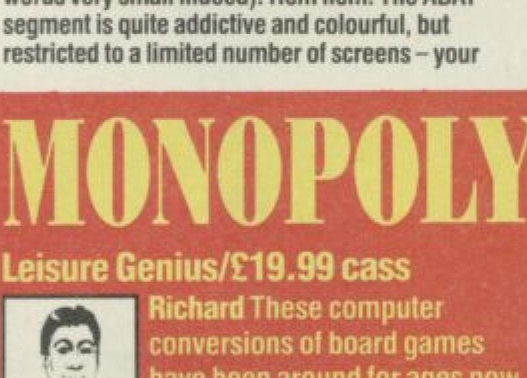


MONOPOLY ● CLUEDO ● SCRABBLE

Leisure Genius/£19.99 cass

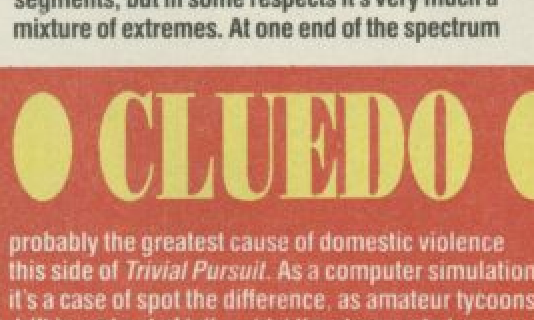
Richard These computer conversions of board games have been around for ages now, though we still can't really see the point. If you've got loads of friends wouldn't the original incarnation be more fun? And if you haven't, why not play something originally designed for one player?

Anyway, *Cluedo*, *Scrabble* and *Monopoly* are normally £9.99 apiece, but now you can get the complete set for the price of two. Barg or what? But hold on! *Scrabble* used to be included in the freebie set of games that came with the Speccy, so a lot of you will have got it already. That rather ruins the party! Still, here's a backward glance at the relative merits of each game.



Monopoly

Monopoly undoubtedly ranks as a classic. It's still the world's biggest selling board game and probably the greatest cause of domestic violence this side of *Trivial Pursuit*. As a computer simulation it's a case of spot the difference, as amateur tycoons drift in and out of jail amidst the clamour to buy up London streets. There's the added pleasure of the one-player game which enables you to carry on buying up everything in sight long after everyone else has had enough, but it's a shame you don't get the feel of that huge wad in your hands and the verbal abuse that should accompany even the smallest rent transaction. A faithful reproduction it may be, but nothing quite beats squatting on the living room floor and throwing hotels at your granny.

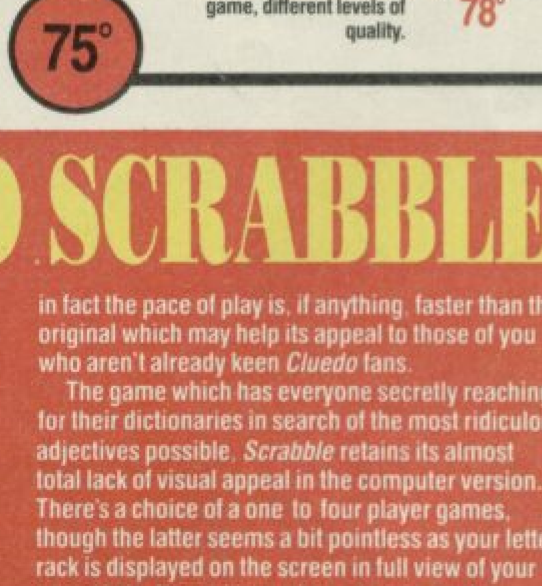


Cluedo

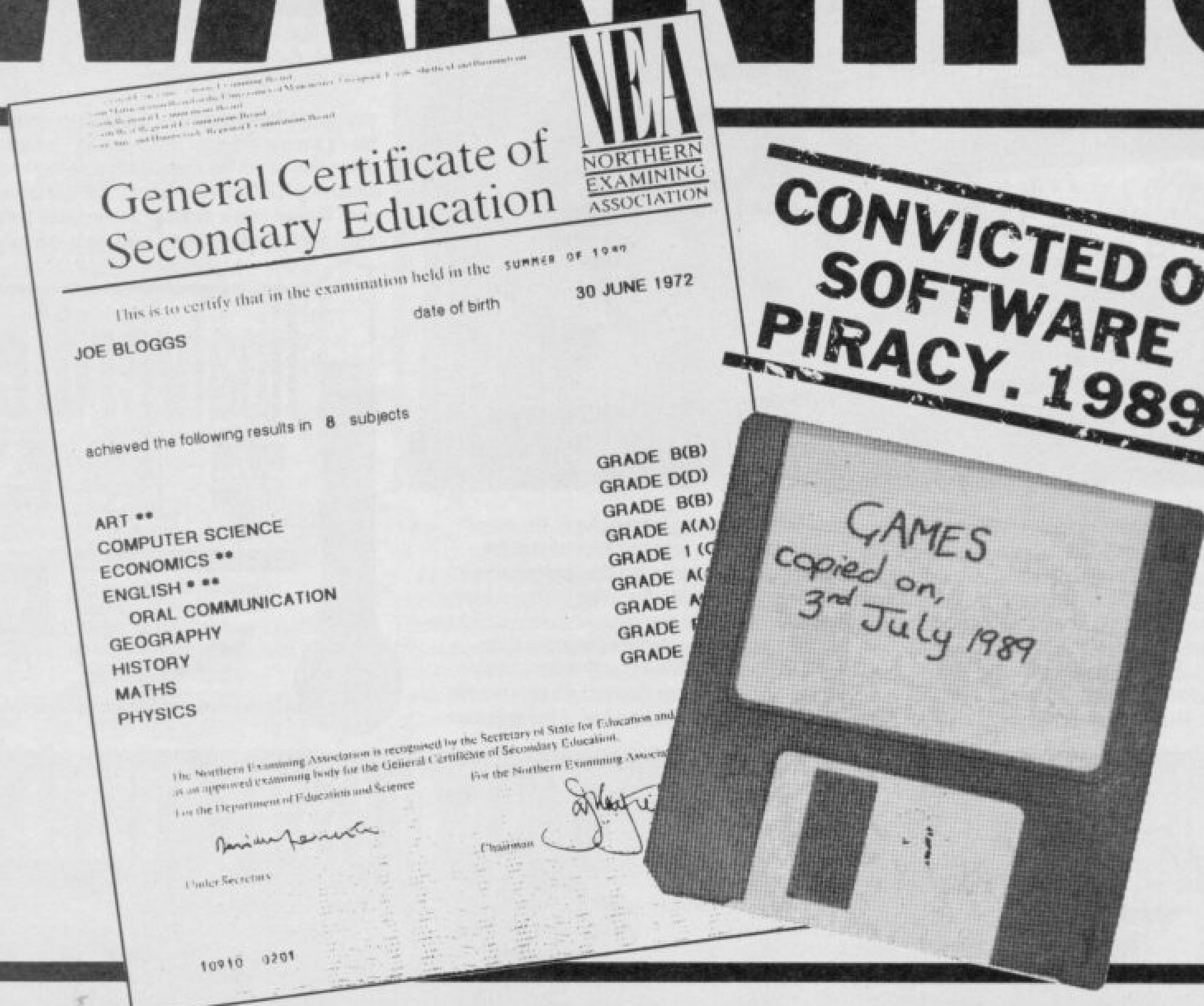
Cluedo is another Waddingtons original and brought to the small screen more or less intact, with you playing a detective amid the confusion of an apparently motiveless murder. So who did the dastardly deed? The answer should become apparent as you move from room to room pointing the finger of accusation at the likes of the rather voluptuous Miss Scarlet. Graphically it's good, and in fact the pace of play is, if anything, faster than the original which may help its appeal to those of you who aren't already keen *Cluedo* fans.

The game which has everyone secretly reaching for their dictionaries in search of the most ridiculous adjectives possible, *Scrabble* retains its almost total lack of visual appeal in the computer version. There's a choice of a one to four player games, though the latter seems a bit pointless as your letter rack is displayed on the screen in full view of your opponents. No problem when you take on the computer alone (of course), though it gets a bit frustrating when your go seems to take at least 20 times longer than your rather-too-clever electronic adversary.

All in all some competent replicas of very popular games, though there's not much new on offer save the option of playing alone.



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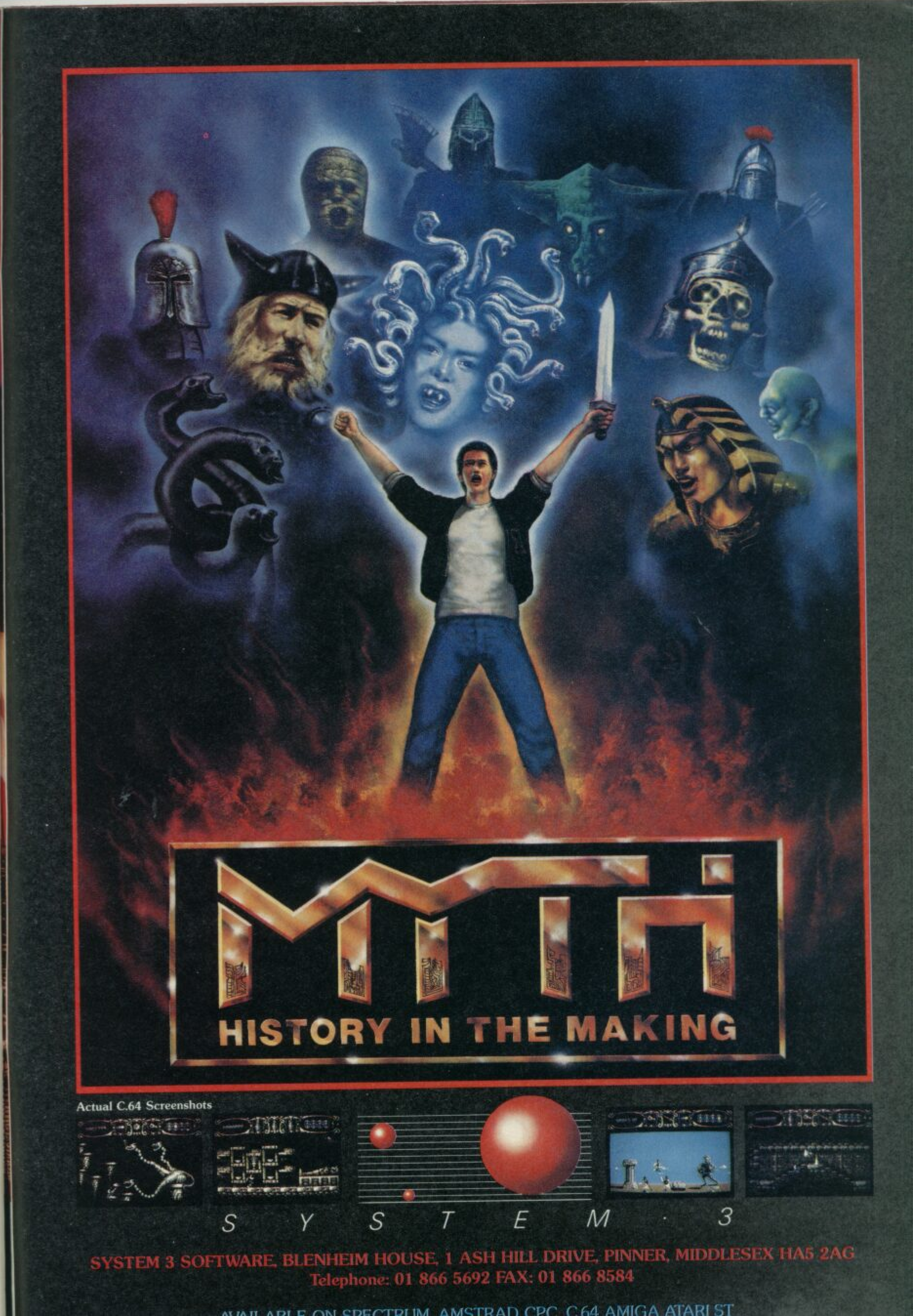
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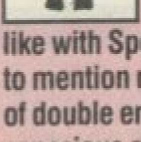
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Rainbow Arts/£8.99 cass/ £12.99 disk



Robin Games starring cute ball-like creatures have always seemed to go down Marks-And-Sparks-Chicken-Baguette-like with Speccy owners (ie. pretty well), not to mention reviewers who've got book loads of double entendres out of them. No doubt conscious of this, Rainbow Arts has finally caught up with the decrepit ball game bandwagon, kicked the band off and jumped back on with *Rock 'N' Roll*, a very ballsy game indeed.

The ball in question is nameless and looks like an old fashioned leather footie. Still, it rolls with beautiful panache and elegance under your control, through 32 large, viewed-from-above maze-like levels in order to find the magic chalice, rescue the ball princess and free fellow spherical compatriots from slavery. Or something like that!

Needless to say each of these levels is absolutely heaving with no end of nasty things, all out to puncture your ball's bladder once and for all! There are one-way arrows, crumbling bits of floor, acid pools, some attractive magnets, ice and bottomless voids which you'd do well to, erm, avoid.

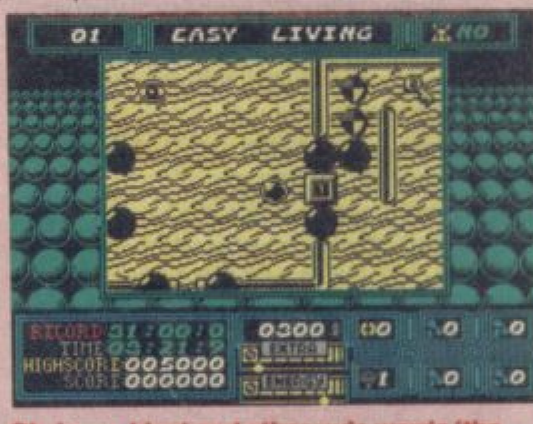
Bladder deflation is prevented with the help of those incredibly handy objects that are always strewn all over the floor in computer games. For instance, there are parachutes to save your leather when you fall off a precipice, spikes that help you on ice and a repair kit so you can get over interrupted paths, to name but most of them. These have to be bought for varying amounts of greenbacks, supplies of which are also dotted across the landscape, or in emergencies traded for precious energy.

Course, you can't just roll your way around each level without so much of a by-your-leave. In fact even a by-your-leave wouldn't let you roll around unhindered through the four different types of door that block your progress. Collecting the right key would however, and it's this to-ing and fro-ing trying to find keys and taking existence endangering risks that makes up most of the gameplay.

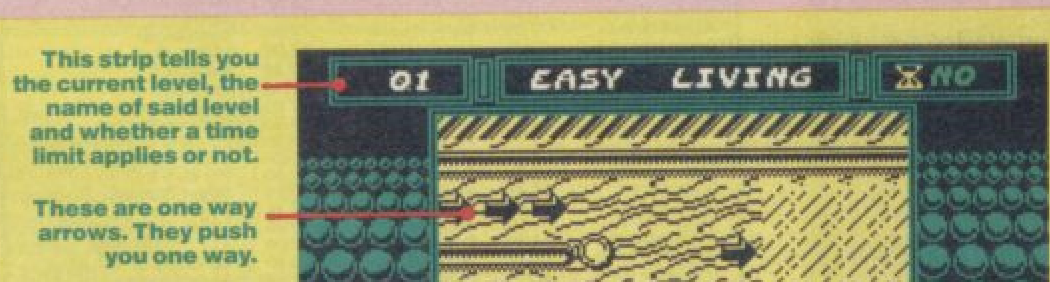
Graphics are never as important in these type of games as in most others, but even so the visuals in *Rock 'N' Roll* are a bit dodgy and, worse still, a disgusting yellowy colour throughout. Presentation's pretty tatty too and when compared to big budget arcade licences this looks like a pretty unprofessional product altogether. The animation of the ball's nicely done though, with a realistic feeling of momentum and the soundtrack's pretty groovy into the bargain which might just make up for it.

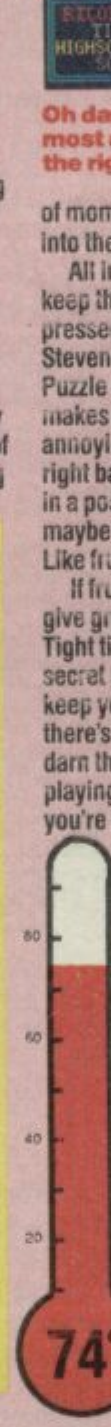
All in all, there seems to be just enough action to keep the variety of puzzle elements together, but if pressed I'd file this in my officially endorsed Shakin' Stevens Suspension Filing Cabinet™ under P for Puzzle rather than A for Arcade, which certainly makes a change. Then again, after experiencing the annoying habit the game has of either sending you right back to the start of the game or reinflating you in a position that's impossible to escape from maybe there's a more suitable word in the F section. Like frustrating.

If frustrating is how you like them though this will give great value for money with 32 huge levels. Tight time limits on later stages and the promise of secret passageways and special bonuses help to keep you chained to your Speccy. Unfortunately there's no Save Game option, so solving the whole darn thing is going to take a veritable marathon playing session. But, heck, you're *YS* readers, you're up to it!



Oh damn, blast and other rude words (the most appropriate being balls)! I haven't got the right keys to get through these doors.





finalverdict

LIFE EXPECTANCY	GRAPHICS	ADDICTIVENESS
78°	58°	70°

DIAGNOSIS

Persevere with the unglossy look and there's lots here to do and see, even though it is in yellow.

INSTANT APPEAL 54°

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And we shall have snow,
But what will poor Robin do then, poor thing?
Why, get into bed
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Knight Force

Knight Force
Titus

Yikes! One of our princesses is missing! Looks like it's time for the Knight Of Thunder (that's you) to take a quick stroll through time and space to get the careless girlie back!

Apparently, she's been kidnapped by one Red Sabbath, a right stinker of a fellow who (yikes!) "craves power and tyranny over mankind". He's got skeletons, ghosts, dinosaurs, some rather nasty gnomes and even ducks (!) on his side, which gang up on you as you make your way across 25 (25!) levels and five time zones (including Prehistoric, Medieval and Present Day).

It's another newie from Titus, twisting your normal beat-'em-up scenario all over the place as your armoured knight character takes on modern day street thugs and the like! Weeeird! Still, it sounds fun, and, at a (these days) very reasonable £8.99, well worth keeping an eye out for.



Emlyn Hughes' Arcade Quiz
Audiogenic

Who remembers the *Emlyn Hughes' Arcade Quiz* compo we ran last summer? Well, you blooming well should (unless you read the magazine backwards) because we've announced the winner in *Pssst* this very issue! Michael Chappel from Wakefield and a number of other Spec-chums all have their trivia questions immortalised on tape as part of the game. Hurrah!

Like footie, *Arcade Quiz* is a game of two halves (half trivia and half board game). Your job is to trek along a scrolling track, answering the usual array of bloomin' tricky general knowledge questions as you go. But even if you know all the answers it's not that easy. Oh no, there are lots of wibbly-wobbly things chucked in to throw you off your course, like dead ends, some frustrating little blighters called kickers who'll boot you in the wrong direction, coins and fruit to be collected and special bonus areas which let you blast your way through loads of questions in a single round! Add to that the 'Mastergame' (a

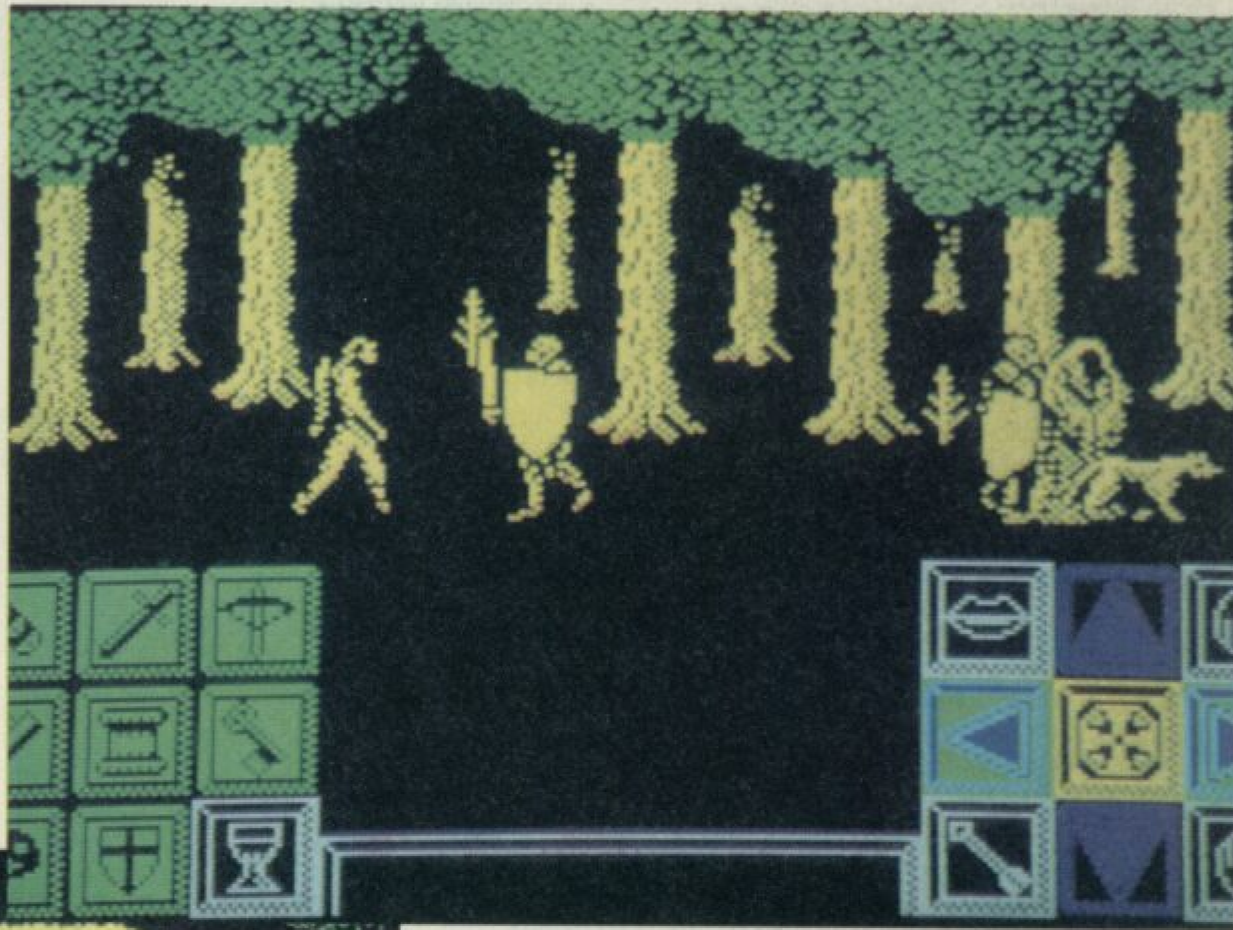


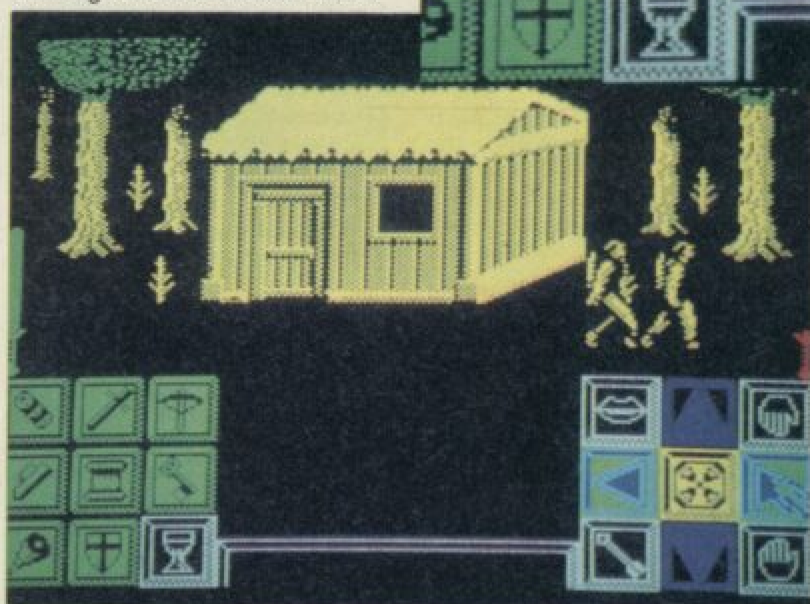
Crossbow — Legend Of Tell

Screen 7

Crossbow! It was a multi-million pound TV series! It was shown on ITV on Saturdays! And no one at *YS* has ever heard of it!!

Anyway, whatever the truth of the matter, one thing's for sure, and that's that the computer game is very nearly ready. It's apparently a combination arcade/puzzley thing, with some interactive bits as well, but we're not exactly sure quite how it'll play just yet. However, what we can do is point out some of the 'famous' sequences Screen 7 promises it'll include. First off, there's the 'shooting the apple off your son's head' episode! (Which is fine, we've all heard of it.) Then the 'executing the famous Tell leap from the battlements' sequence! (Hmm. Not sure about this one. Perhaps they've made it up?) And then there's the 'refusing to worship Prince Frederick's hat' scandal! (Blimey! That one just has to be made up, doesn't it?) Anyway, the whole shebang should be available soon.





Crossbow - Legend Of Tell

chance to enter a real life competition!) and it all sounds pretty good, doesn't it? (And so it should with our very own Spec-chums involved!) *Emlyn* should be available in a couple of weeks (oo-er).



Snoopy — The Cool Computer Game

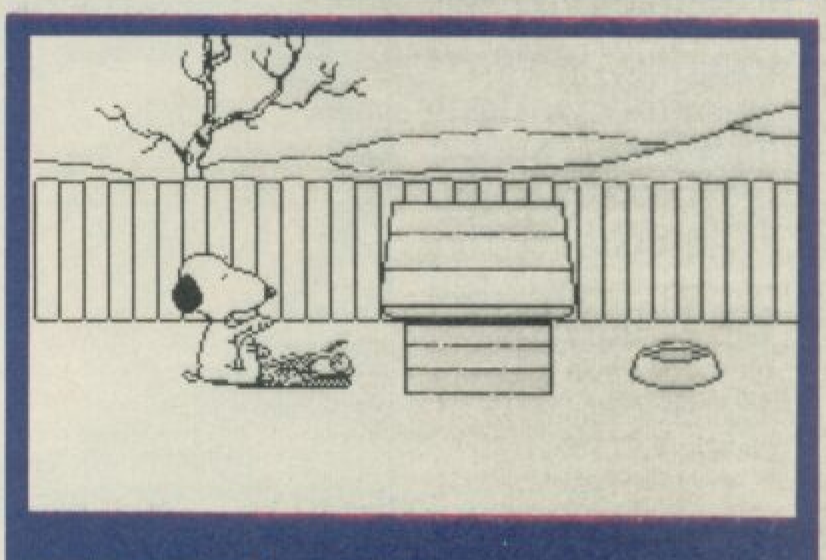
The Edge

Those chaps at The Edge ain't half got the market cornered in cartoon characters! We're all looking forward to the Garfield, Punisher and X-Men games but who's this little fella? Only sly old Snoopy in his very own arcade adventure!

There'll be all kinds of objects for our canine buddy to pick up to help him on his adventures and appearances from familiar faces like Charlie Brown, Linus and even Schroeder (and his piano).

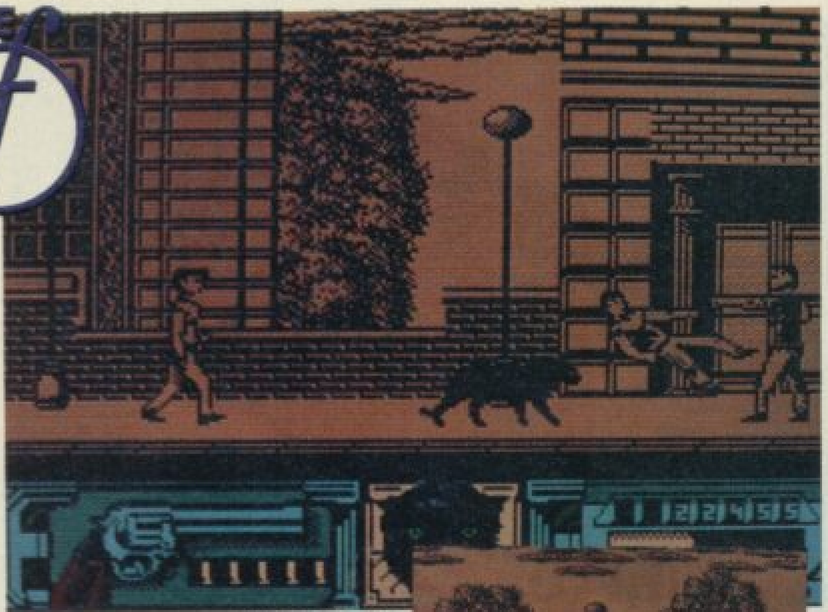


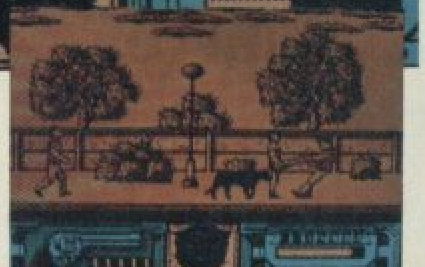
Snoopy - The Cool Computer Game



Snoopy - The Cool Computer Game

Considering that *Peanuts* creator Charles Schultz has okayed it we should be assured some pretty nifty animation. And, what's more, although it'll all be in monochrome the borders will feature newsprint to make it look like a paper. Nifty, eh? Expect it in your store, ooh, even as you read this.





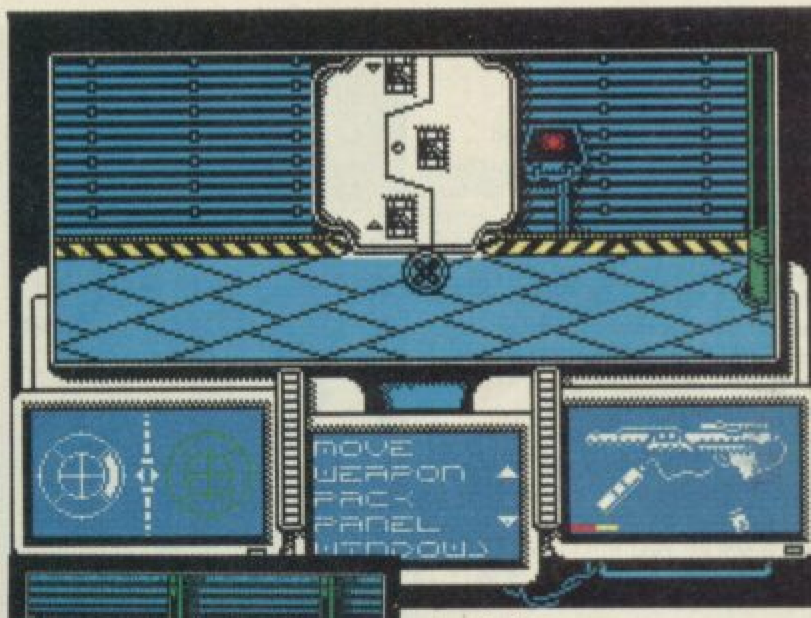
Wild Streets

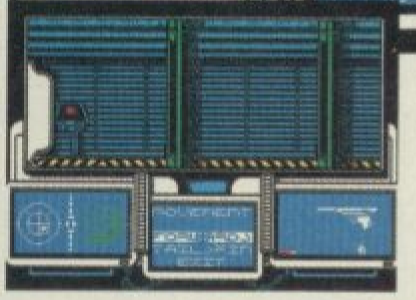
Wild Streets
Titus

You know what the *Your Sinclair* party line is on French games, don't you? They're blooming *weird*, that's what!! They're normally pretty unfathomable things about flying around in space a bit, using bizarre and complicated control mechanisms and occasionally snogging alien girlies. You certainly don't expect to see anything as straightforward as a beat-'em-up in their repetoire, but that's what *Wild Streets* is all right! So brace yourselves for what might turn out to be the weirdest kick-'n'-punch game ever!

As usual, you progress through various levels duffing up thugs on your way, though to make things a bit easier you're joined by a giant black panther. If things get a little heavy with the hoods your feline friend will spring to your aid. Hurrah!

Whopping great sprites and some rather groovy animation are promised too. The weirdest bit though is where dead hoods drop cans of Les Friskies (French cat food) which you have to collect and feed to your panther or the beast will turn on you! Blimey! (Actually, we just made that last bit up.)





Dominion

Dominion
Pandora

This is a spooky one. It's a three level shoot-'em-up cum thinking game, with a really, really bizarre premise. Basically, you wander around various rooms, caves and even tree houses, shooting things with an *Op Wolf*-style cursor. All pretty normal so far. The spooky thing is it seems you're some kind of interplanetary exterminator, whose job it is to check out each world in turn, find its dominant life form, test it out a bit by tapping into its dreams to suss out if it's 'worthy' or not and then wipe it out if it doesn't come up to scratch! This way the number two life form jumps to the top of the ladder to try its luck. Weeeird! If you bear in mind that last time you visited Earth you decided the dinosaurs weren't up to much and so 'did for them' you'll get the general idea. Blimey!

The game is scheduled for the middle of the year so exactly how it's going to work is still pretty vague, but, if we may be so bold as to make a guess, we'd say 'pretty weirdly'. Perhaps the folks at Pandora (the full price arm of budgeteers Players) have been playing a few crazy French games too many!!

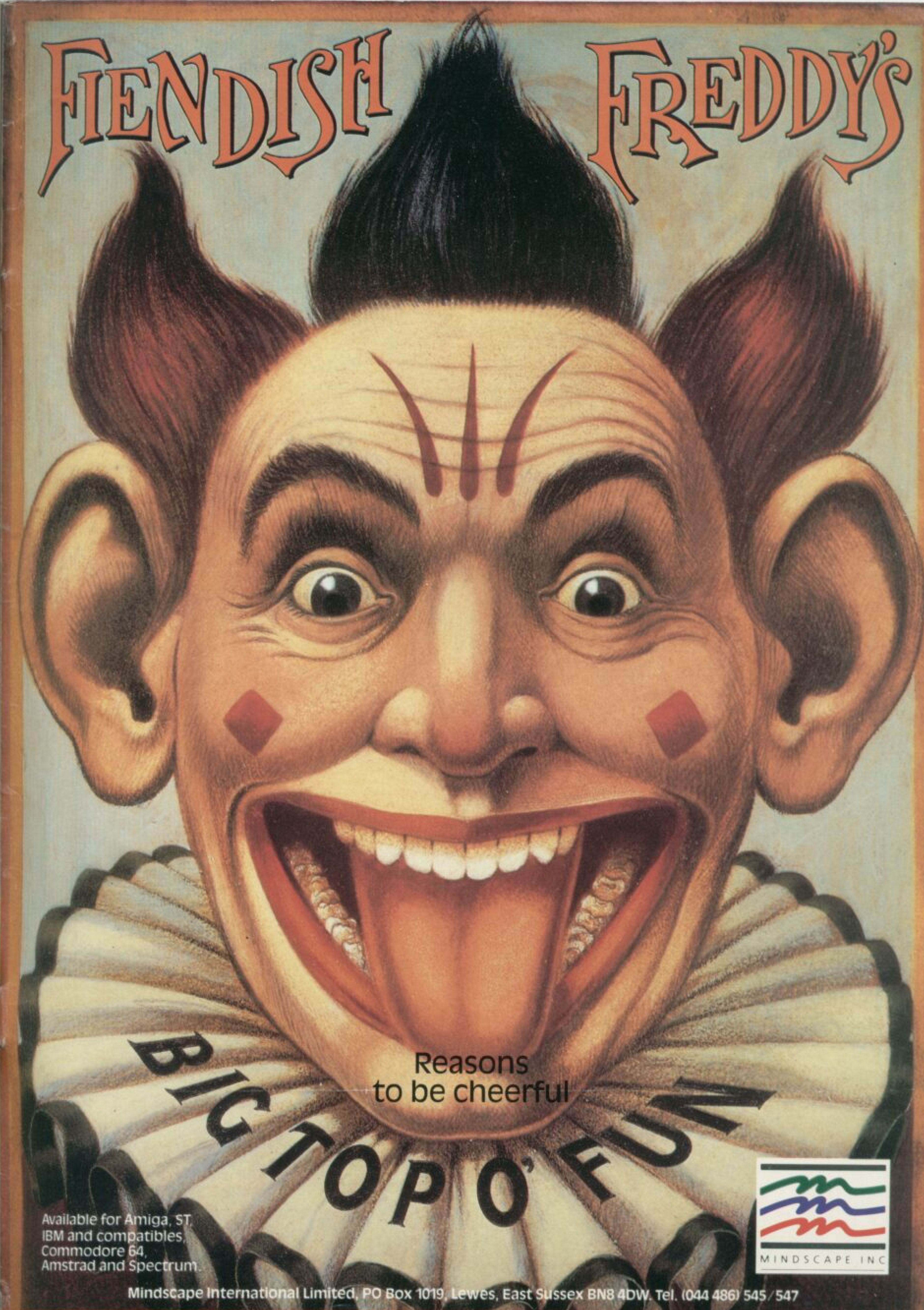
Some people would give their eyeteeth to find out what's in next month's *YS*. And who can blame them, it's the business!! In next month's glorious 51st issue there'll be all this and more...!! (But don't tell anyone...)



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